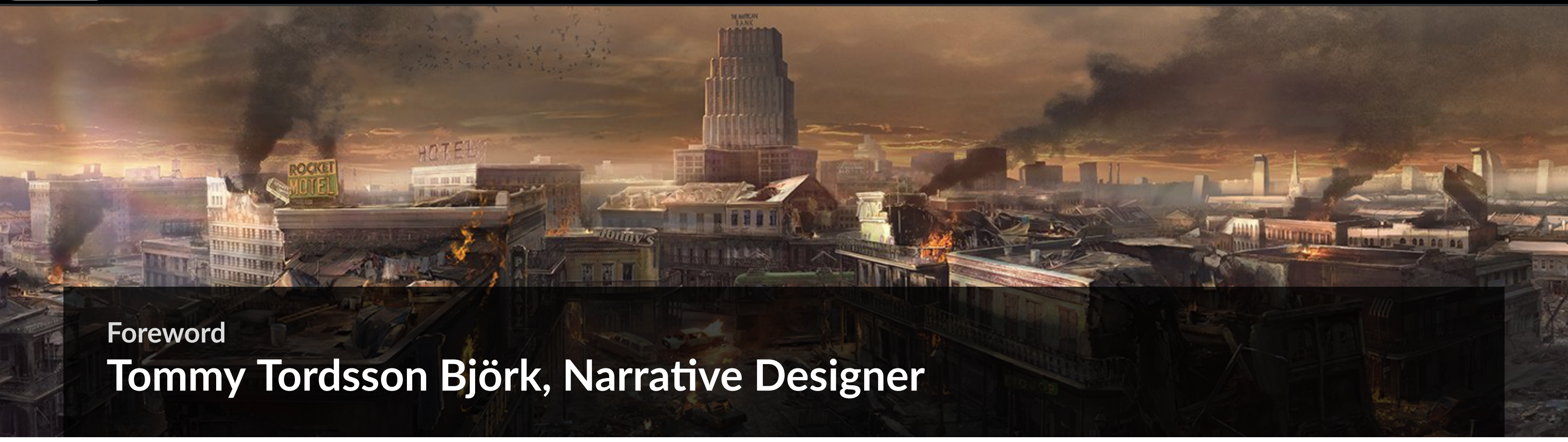


Foreword

Tommy Tordsson Björk, Narrative Designer

“There are so many things you can do with a Nazi and a hatchet.”

These beautiful words, spoken by our Executive Producer Jerk Gustafsson, I think sums up many aspects about this crazy, wild ride of a game. When Creative Director Jens Matthies and I started working on the storyline for the game many years ago, he stormed into my office one day like a whirlwind (I don’t think he did exactly that, but it sounds nice) and wrote a single word on my whiteboard: CATHARSIS. This concept would be the glue that held everything together thematically. This was going to be a story about releasing and purging what’s been pent up inside. A violent and emotional journey through hell and back, like a raging forest fire that makes way for new things to grow and thrive.

I met Jens for the first time when I started working at Starbreeze Studios in 2006. Sure, it’s a cliché, but I don’t think it’s far-fetched to say that Jens in many ways exemplifies the “crazy creative genius” type. Almost from the start, I think we sensed a connection there that made our collaboration just click. We’ve had creative arguments many times throughout the years, of course, but underneath it all we share the same kind of respect for telling a good story, creating characters that you love and care about, being honest to the story you’re telling, and respecting the player’s motivation. *The New Colossus* is, I would say, the very finest culmination of all that we’ve learnt and all the mistakes we’ve made throughout the years.

I’ve never had this much fun writing the story for a game. Throughout the project, I’ve gone through a series of creative highs and plunged into the uncharted territories of game storytelling. Following the relationship of B.J. and Anya as they fight the Nazi occupation in America. Exploring the war-torn ruins of New Orleans to find remnants of the American Resistance. Seeing all the crazy, warmhearted, funny, weird, and inspiring people of the Resistance form bonds of friendship and love, but also being torn apart by suspicion and doubt. Sometimes it’s been almost an overwhelming process, but throughout it all, a feeling inside of me kept coming back again and again: this game will blow people’s socks off.

A game like this could not have happened without MachineGames’ incredible world-class talent from all the different departments, who put their hearts and souls into this game. Without all these creative people, from coders to concept artists, working on making the world of 1960s America occupied by the Nazis come alive, this wouldn’t have been possible. It’s a collaborative effort that is greater than the sum of its parts.

Like I said, it will blow people’s socks off. I keep thinking of the theme of “catharsis” that Jens came up with when he was driving his Jet Ski down Lake Mälaren outside Uppsala (again, no idea if that’s how it happened). How catharsis unites so many aspects of this game, both in terms of story and gameplay. How the ferocious drive of the story pushes you through the game. How the gameplay encourages you to put caution in the backseat and just go wild, whether it’s by shooting Nazis with a high-powered laser beam or dismembering them with an axe.

In the end, I guess it all boils down to a hatchet and a Nazi. A chance to release all that pent-up anger towards what is arguably the absolute embodiment of all that is evil and vile and corrupt. A chance to let you fight back against the dark forces that unfortunately continue to be ever present in our society. To put a virtual hatchet in the face of those who are fighting against the freedom and beauty and love in this world.

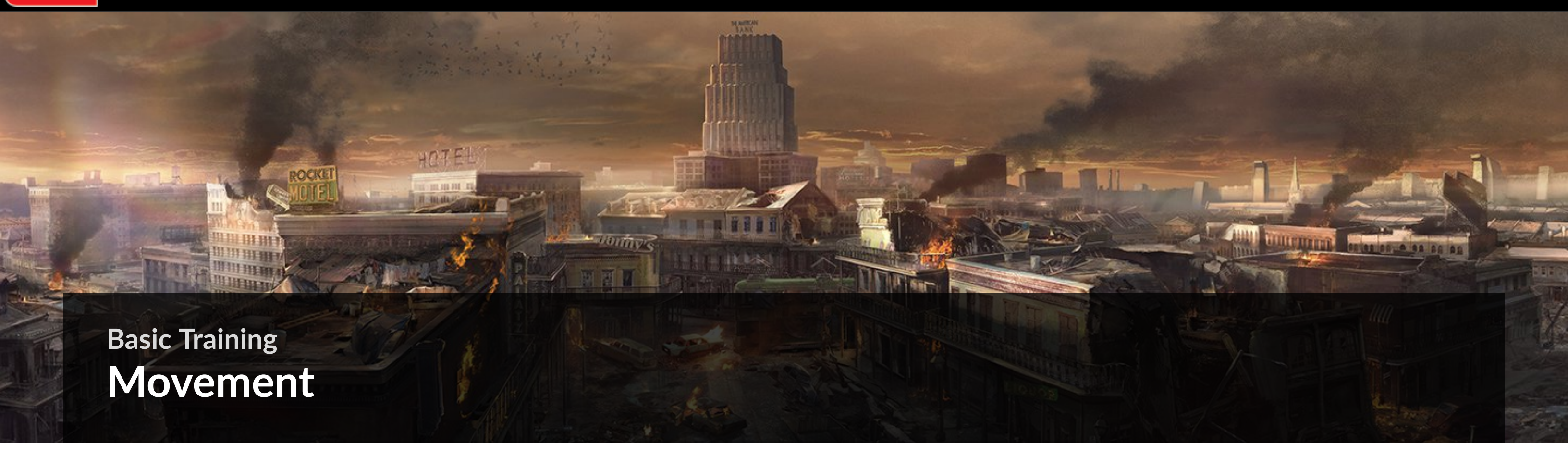
—Tommy Tordsson Björk, Narrative Designer

ROCKET
MOTEL
HOTEL

Basic Training

Overview

Every soldier must endure basic training. The same goes for you. B.J. Blazkowicz was an Army Ranger during World War II and has continued his fight against the Nazis as part of the Resistance since the war's end. The skills and tactics covered here aim to help you survive in a world controlled by the Nazi Empire. Your mission will take you deep into enemy territory, and for the most part, you'll be on your own. All you can rely on is you and your training. Now move out!



Movement

During your mission, you encounter various terrain types and obstacles. Expect fighting to take place in any number of situations and surroundings, from narrow corridors to the wide-open outdoors. The ability to adapt to each unique circumstance is vital to survival.

WALKING

Walking is your default mode of movement. It's relatively quiet and easy to control. Walking with your gun aimed allows you to respond to enemies quickly and accurately. You can also sneak up on enemies when walking.

CROUCHING

50
179
38/283

Crouching is essentially your stealth mode. A good deal of situations you encounter call for stealth tactics beyond the capabilities of your standard walking mode. To maintain stealth, stay crouched as you move.

Pros:

- This is your quietest movement mode.
- You can hide behind cover.
- You're below the level of most railings and low cover.
- Enemies have a tougher time detecting you.
- Enemies have a tougher time hitting you since you make a smaller target.
- Your lower center of gravity lends increased accuracy to your shots.

Cons:

- This is your slowest movement speed.

Many of your missions take place in locations containing vents, which often allow you to move around the edges of an area unseen or to reach rooms otherwise inaccessible. Vent entrances tend to be low to the ground. Crouch to enter them.

SPRINTING

In direct contrast to stealth tactics, some situations require speed—you may need to dive straight into a fight, or rapidly retreat from a losing battle.

Pros:

- This is your fastest movement speed.

Cons:

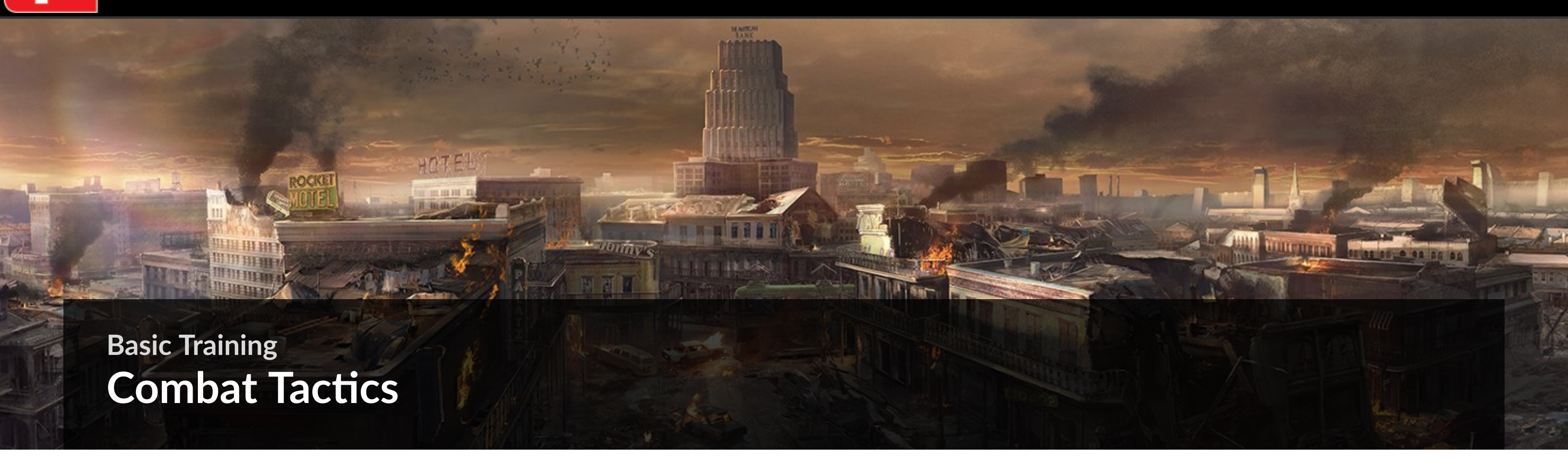
- This is your loudest movement mode.
- Enemies can hear and detect you, regardless of whether they can see you or are looking in your direction.
- Stealth is not possible when sprinting.Jumping

Jumping gets you over obstacles or up onto elevated areas. Try jumping over railings to reach other terrain without having to circumnavigate the railings. Jump while sprinting to increase the distance of your jump.

STRAFING

100
6
2
1
30/210

Strafing is a form of combat maneuvering. Think of it as strategic sidestepping. To strafe, you move right or left while continually facing forward. During combat, this lets you keep your aim on a target while moving. It takes some practice, but the benefits are worth the effort. Strafing is covered in more detail in the next section.



Basic Training

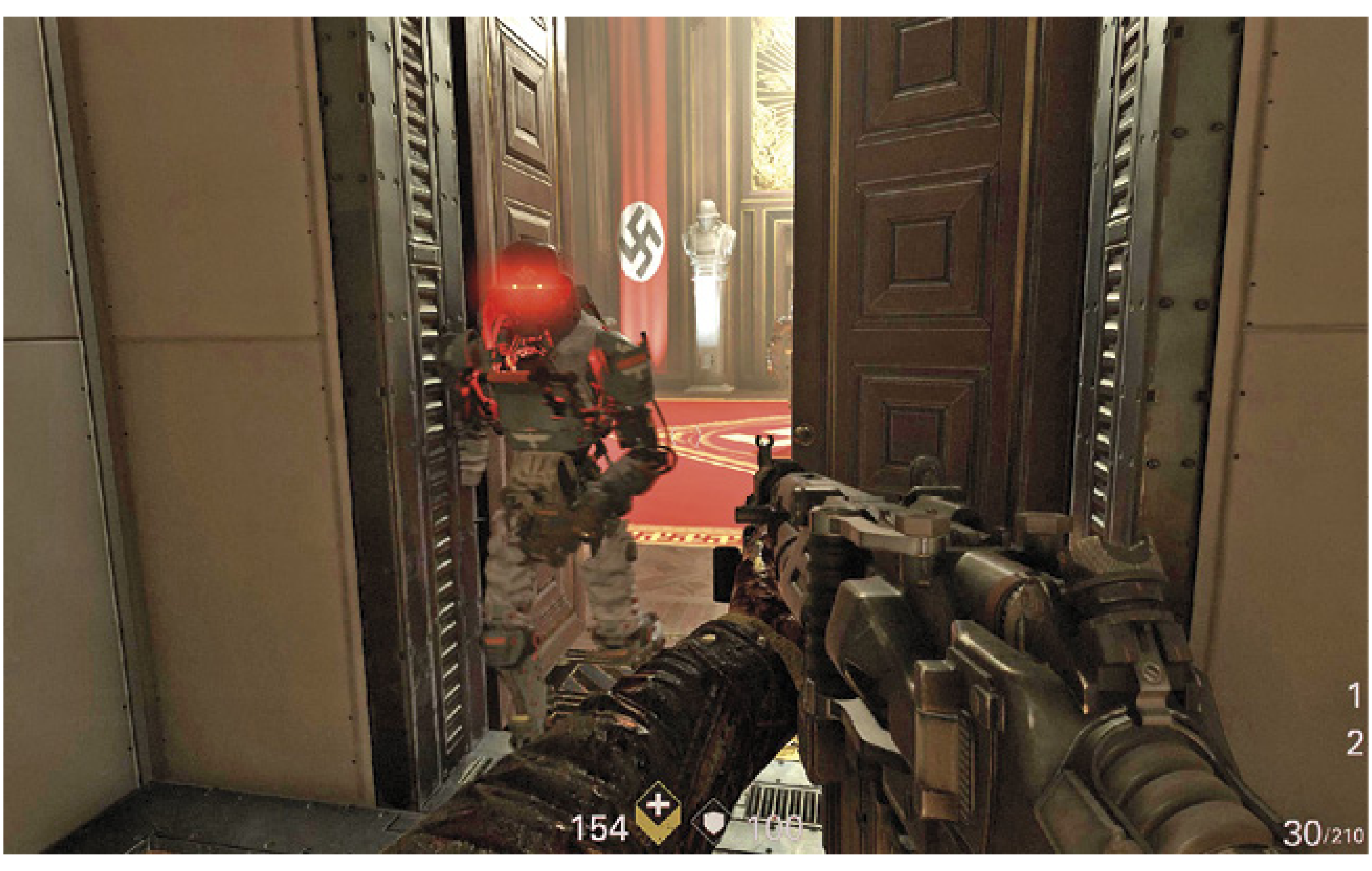
Combat Tactics

Once you've mastered the basic movements, it's time to up the ante and plunge into the game's core focus—combat.

KEEP MOVING

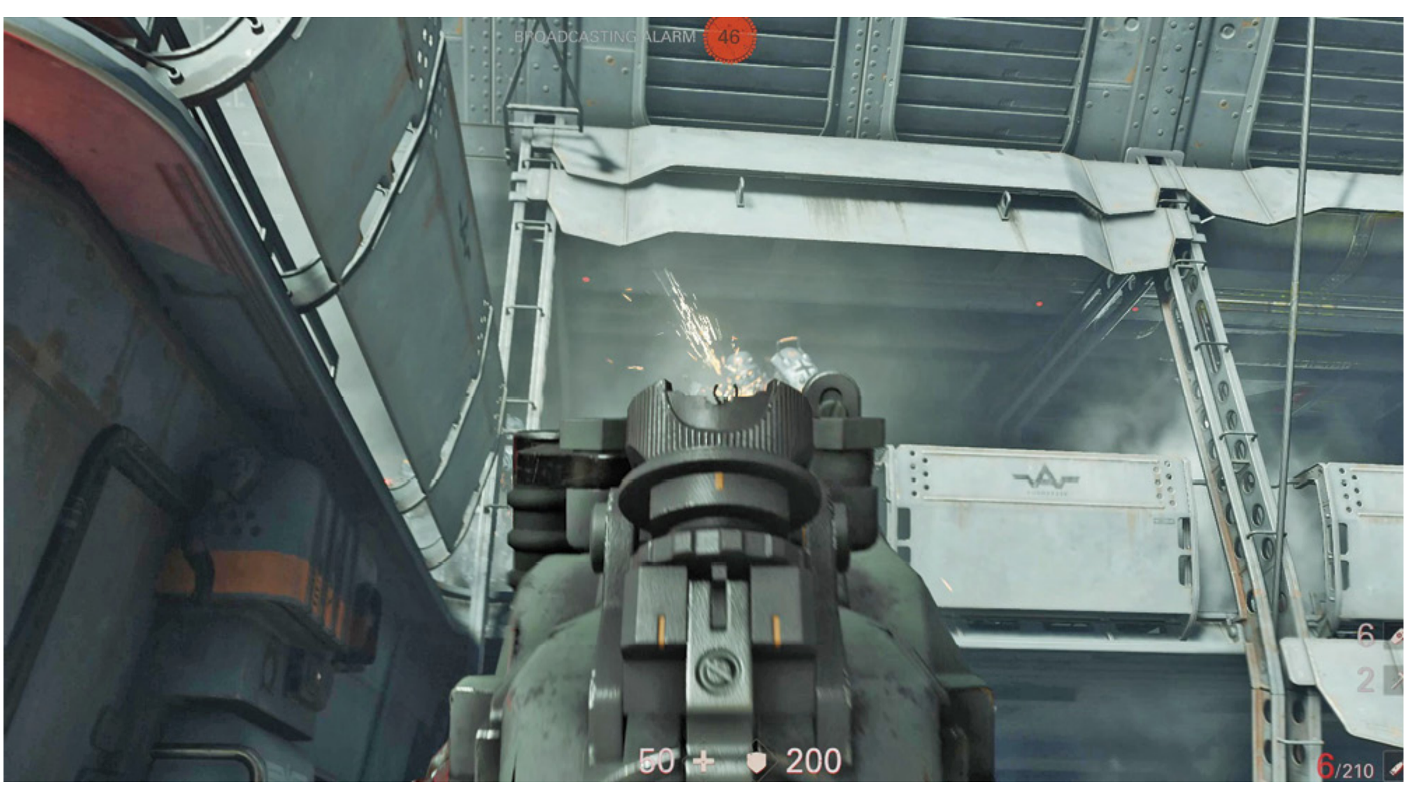
Movement continues to be an important component of all aspects of the game, including combat. Don't stand around when you're taking fire from the enemy. If you're out in the open when you come under attack, sprint to cover. You make yourself a harder target as long as you stay on the move. In tight confines like a corridor, move backward while shooting to put some distance between you and your enemies; if you can't clear out all foes this way, your fire may at least force the survivors into cover. Remember: staying still out in the open is the best way to get yourself killed.

TAKE COVER



Keeping behind or close to cover as much as possible is a best-used practice overall. Regardless of your playstyle, always be on the lookout for potential cover options—wall corners, railings, containers, etc. To engage an enemy from a cover position, strafe out from behind cover, or alternate between standing and crouching behind low cover. Get off a few shots, then duck or strafe back to cover during return fire.

AIM, THEN FIRE



For best accuracy, press the Aim button to bring the weapon up to your face. This lets you aim across the "iron sights." While in this view, your sight is partially obscured, but you're more likely to hit your target. Use this view for headshots—you want your first round to hit. Get into the habit of aiming when engaging enemies at medium-to-long range, when accuracy is important.

Conversely, when you're using the Schockhammer automatic shotgun at close range (or most weapons at close range, for that matter), being fast on the trigger is more important than being accurate. In these cases, assuming you're carrying a weapon, take note of the reticle that appears in the center of the screen. This helps you aim when "firing from the hip," meaning you're not really aiming. Because in some situations, taking the time to aim is more dangerous than helpful.

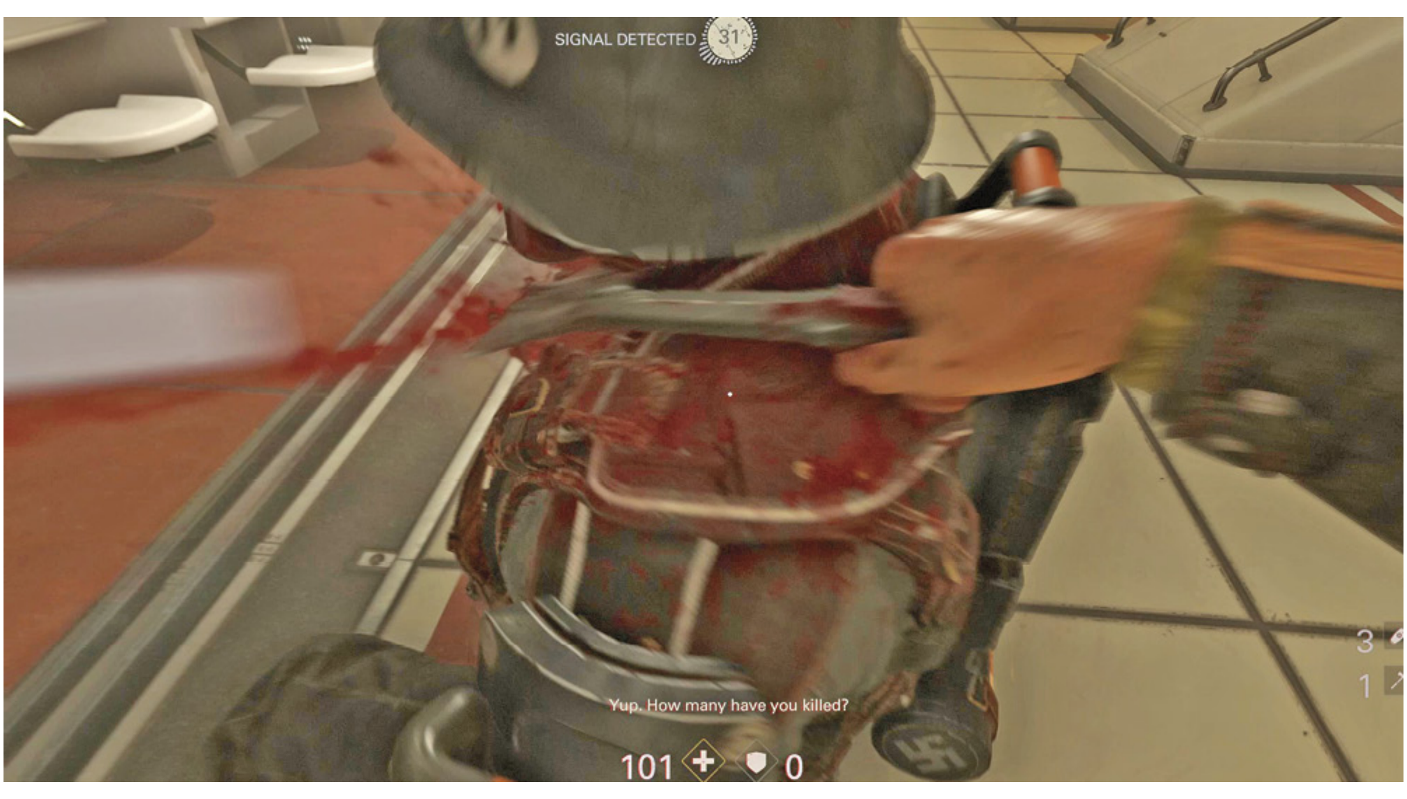
CIRCLE-STRAFING

Use this tactic against heavily armored enemies that take time to defeat. The advantage here is that you keep moving while attacking, which means you're less likely to get hit. As you strafe to avoid fire, shift your aim accordingly to stay on target. Theoretically, if your target is stationary, you eventually make a circle around it. Since circle-strafing requires you to continuously adjust your aim throughout the course of your circle, it takes practice, but it's a useful skill to have under your belt. Consider developing this skill early in the game, when ammo is more plentiful and enemies less deadly.

JINKING

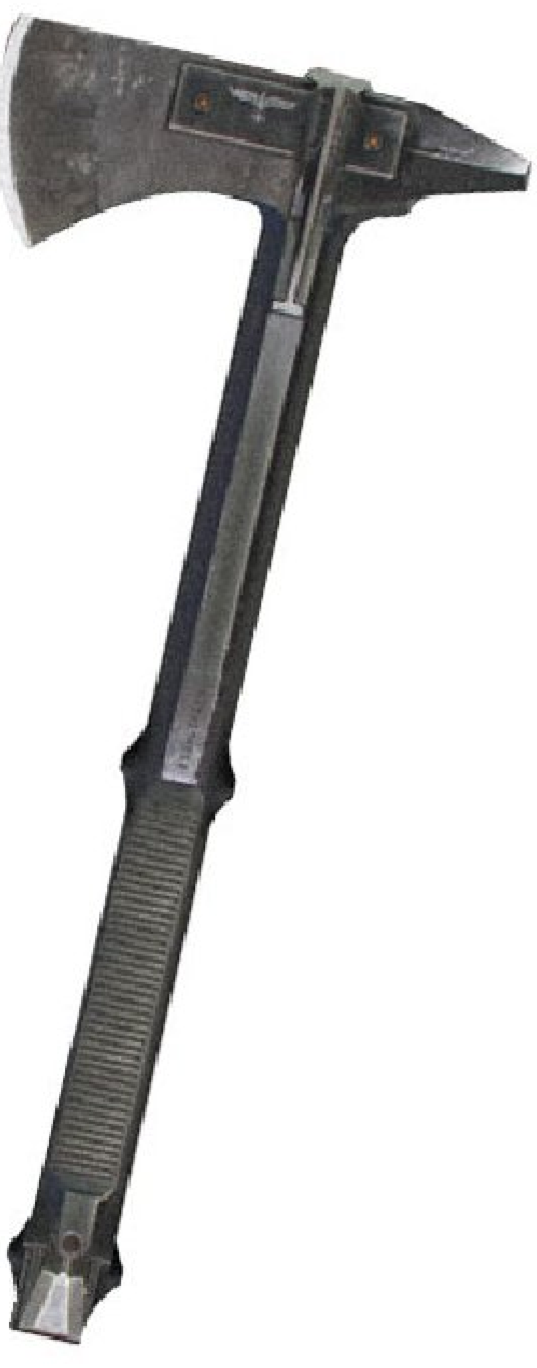
Jinking is also known as side-to-side strafing. Instead of circling an enemy, strafe back and forth from left to right; rinse and repeat. This lets you open fire while staying on the move. If you don't have room to circle-strafe, or you want to take better advantage of nearby cover, try jinking. Note that it's easier to aim while jinking than while circle-strafing.

MELEE COMBAT



Guns are great, but expect plenty of hand-to-hand combat too. Knowing how to handle these situations is vital not only to survival but victory. Once you get the hatchet, you become a deadly hand-to-hand threat to any Nazi who gets close to you. As you approach an enemy, a hatchet icon appears over your reticle. Press the Melee button to automatically attack the enemy with the hatchet, even if you're carrying another weapon. If you have a heavy weapon you took from a turret or enemy, you need to drop it before you can melee-attack. A single melee attack kills any enemy lighter than a SuperSoldat—including an ÜberSoldat. For SuperSoldaten and heavier, several hits are required to break up their armor and get at the vital parts.

Sneaking up behind an enemy and performing a melee attack executes a stealth takedown. If successful, the enemy dies without making a sound, or ever knowing what hit them. Stealth takedowns don't alert others unless another enemy sees you in the process.



Once you collect a second and subsequent hatchets, you gain the ability to throw them. You always keep one on you; the rest can be thrown. At the start of the game, you can carry up to three hatchets, which means you have two for throwing. Earn Perks to increase your hatchet-carrying capacity. Your throwing range is limited, but hitting an enemy makes for a silent, instant kill. As with melee attacks, you can't kill more heavily armored enemies with a single hatchet. Use this tactic to quietly dispatch enemies you can't sneak up on. To recover your hatchet, pick it up from the body. Throwing hatchets effectively takes practice, especially if your enemy is at medium range, which requires slightly higher aim than close range. Once you get it down, the skill comes in handy in a number of situations.

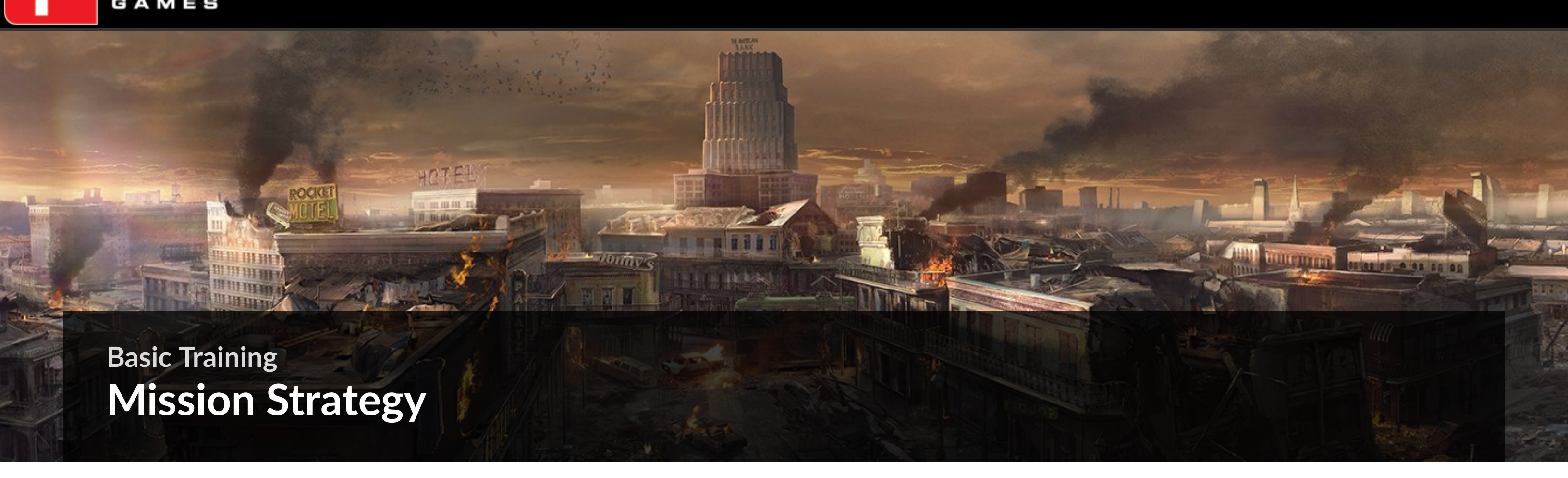
GRENADES

The usefulness of these handheld explosives may seem like a no-brainer, but until you upgrade them, they're not terribly effective in themselves. They kill nearby enemies upon detonation, but most enemies move away from a grenade to avoid taking damage. Use this reaction to your advantage. Throw grenades at groups of enemies. Even if you don't blow them all up, forcing them to disperse is a good way to break up attacks. Use this opportunity to shoot the survivors—they won't return fire for a few seconds.

RETURNING GRENADES

Some enemies throw grenades at you. Like your own grenades, they don't detonate on impact. This gives you a chance to throw them back. When you move toward the grenade, a hand icon appears over your reticle. Press the Fire button to pick up the grenade and lob it back at the enemy.

For more specifics on grenades, including upgrade details and additional tips, flip to the **Armory** chapter.



Basic Training

Mission Strategy

Rushing headlong into a mission without a plan is a surefire way to wind up dead. Our strategies combine the tactics covered previously to ensure you enter every battle prepared.

REVEAL AND RETREAT

There's nothing worse than charging forward only to find yourself surrounded. Avoid this scenario with a strategy called "reveal and retreat." Most missions aren't timed, so there's no cause to hurry. Take your time. Advance until you see the enemy. If you're spotted and attacked, pull back to an area you've already cleared. Find cover or a defensive position and engage the enemy as they come to you. As you advance, keep an eye out for good spots where you can fall back. Check the Map View screen along the way, and take care not to back yourself into a corner. If you've got nowhere to go, and especially if the enemy has grenades, you're in trouble.

CHARGING ENEMIES

Some enemies, such as SuperSoldaten, charge at you. This rush deals damage if they hit you. When you see these types of enemies, pull back before they can charge. Get behind cover, wait for them to approach, then attack them up close with a hatchet or point-blank fire.

STEALTH TACTICS

While you have ample firepower at your disposal, you'd be wise to take advantage of opportunities to practice stealth tactics, for several reasons. First, as soon as the shooting starts, all the enemies in the area are going to come after you. Going in guns blazing means you have to deal with all of them at once. But if you can quietly take out even a few beforehand one at a time, you have fewer problems to tackle by the time the alarm gets raised.

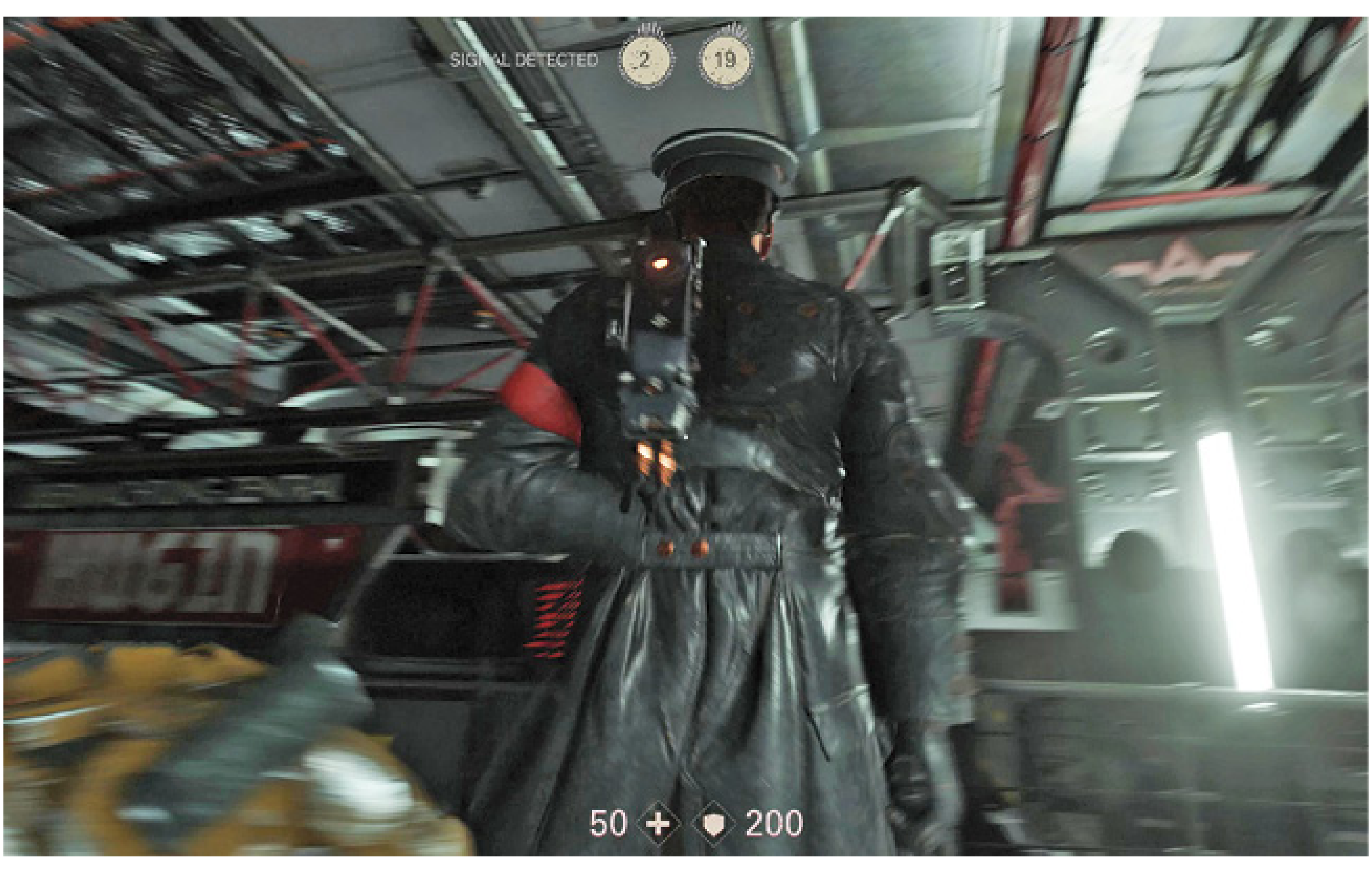
Stealth tactics are also ideal for recon. The more you can learn about what you're going up against, the better your chances. Look for ducts you can use to move around an area. Find good firing positions from which you can engage the enemy without exposing yourself to unnecessary risks. Once you know what you're facing, plan ahead. Go after the biggest threats first, before you lose the element of surprise.

The reasoning behind stealth tactics is all perfectly solid, but enacting these tactics effectively can be tricky. For starters, crouch and stay low. The longer you can avoid detection, the more opportunity you have to scout out an area and eliminate enemies. While moving in a crouched stance, use a hatchet for stealth takedowns. This saves ammo and efficiently neutralizes threats. Throw hatchets at needed; just make sure you hit. If you miss, the enemy will be alerted to your presence. Eventually you can upgrade some of your weapons with Silencers, enabling you to shoot enemies while remaining quiet and unnoticed.

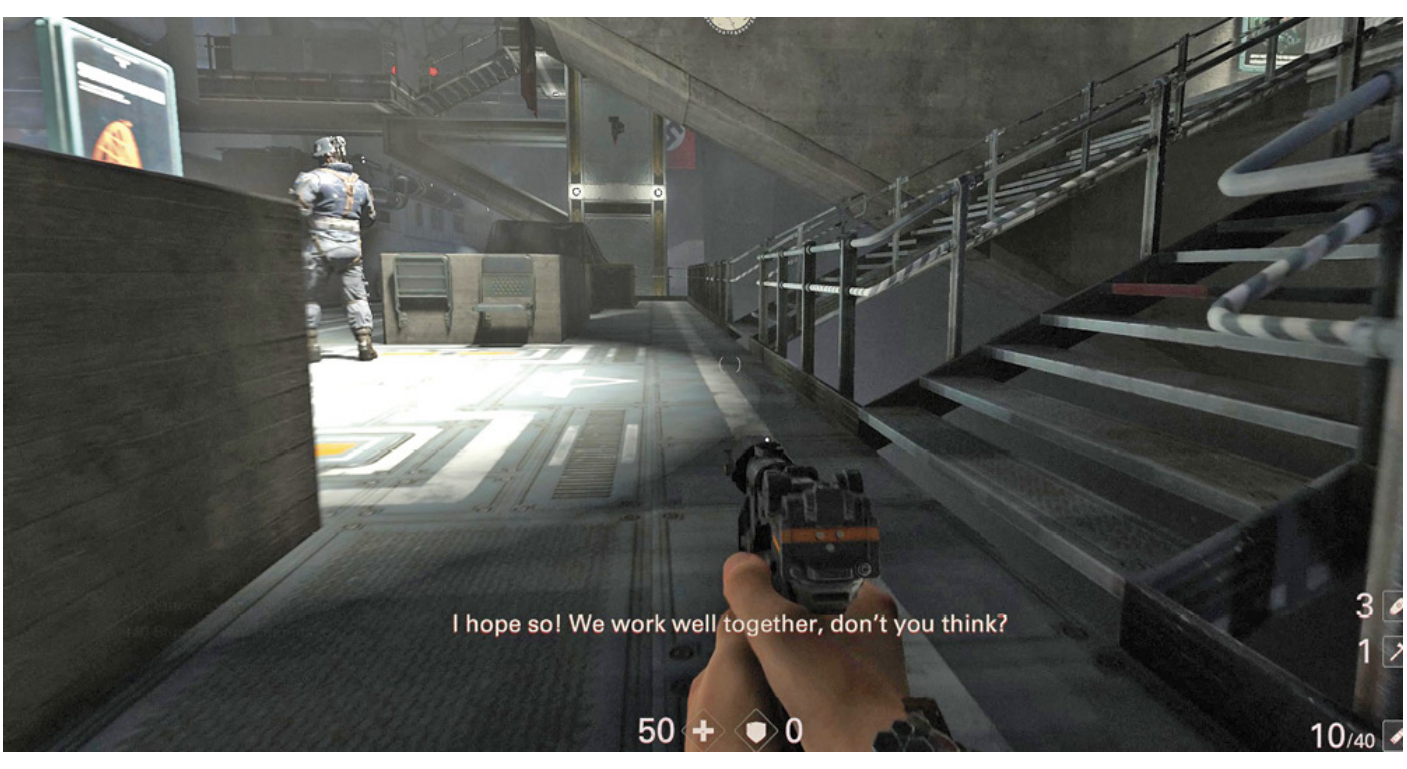
SILENCED PISTOLE

When you find your first weapon upgrade, seriously consider putting a Silencer on your Pistole. This gives you a ranged stealth attack without the need to worry about recovering a hatchet. Plus, you have several shots if the first doesn't kill the target. Remember to aim for the head for a single-shot kill.

KILL THE KOMMANDANTS

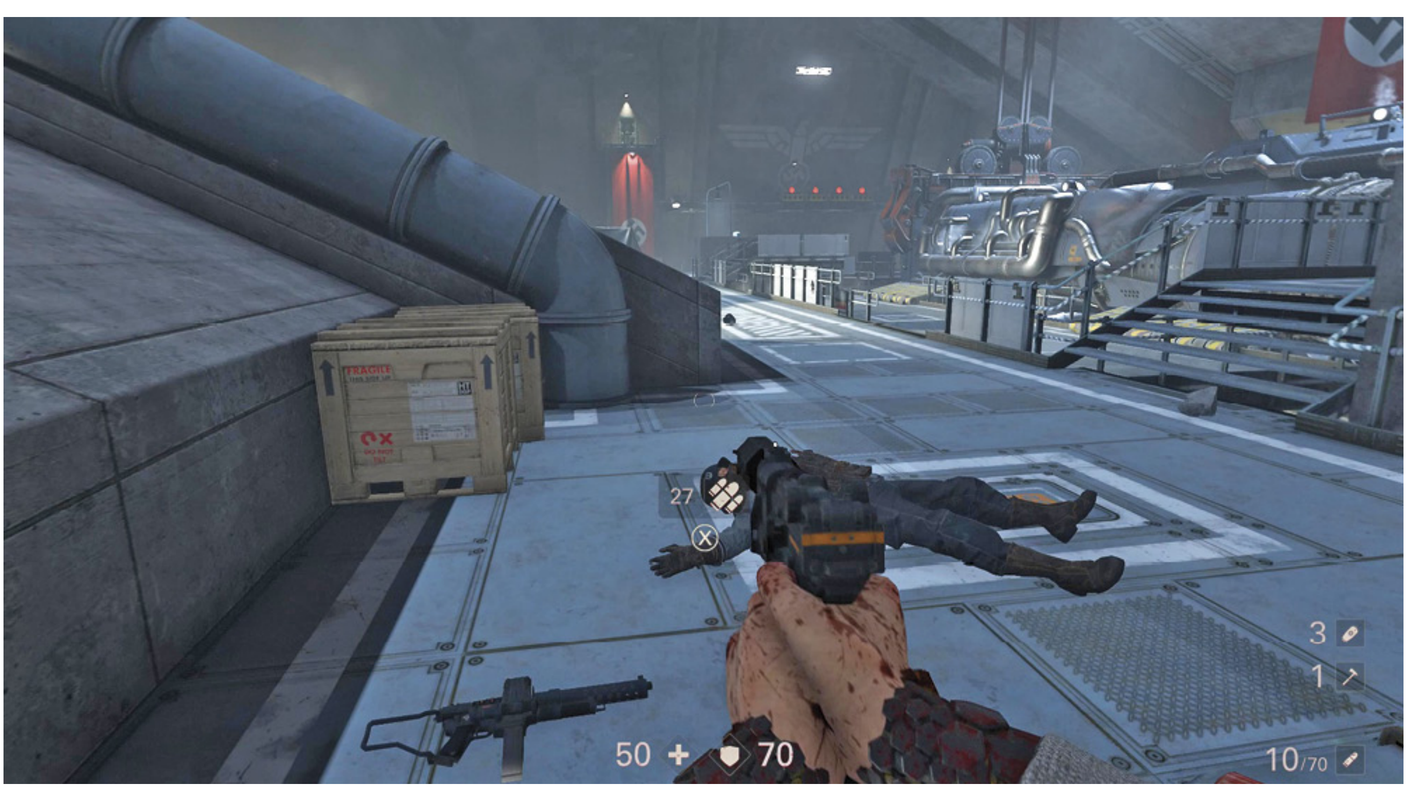


When you enter a new area, check for white Alert icons at the top of your screen. This is your indication that Kommandants are nearby. Each Kommandant gets an icon, and the number inside the icon represents the distance between you and the corresponding Kommandant. If a Kommandant becomes alerted to your presence, he calls for reinforcements. That means more enemies to deal with. Therefore, whenever possible, kill the Kommandants first. Kommandants are rarely the closest enemies to you, so use stealth tactics to get in near enough for a stealth takedown, a hatchet throw, or a silenced shot to the head. When you're up against multiple Kommandants, your job gets doubly complicated—you need to kill each Kommandant without alerting those remaining. Once all Kommandants are eliminated, you don't need to worry about reinforcements arriving if other enemies notice you.



I hope so! We work well together, don't you think?

AMMO CONSERVATION



Use the ammo you find on the corpses of your enemies. Your weapon options in any given situation are determined less by your personal preference and more by what ammunition you can find. Grab ammunition off any dead bodies you encounter, and search areas for ammo pickups. Don't waste ammo. Fire in short, controlled bursts and stop when your targets fall to the ground and drop their weapons. Always go for headshots. If this isn't possible, aim for the chest area. Keep your weapon loaded to its maximum clip capacity. When you switch weapons, remember that putting the weapon away does not automatically reload the clip. Avoid reloading mid-battle or while exploring an unknown area. Make it a habit to reload whenever you have free time in a safe area, or while behind cover.

KILL THEM WITH THEIR OWN WEAPONS

If you're unsure which weapon to use against an enemy, a general rule is to use the same weapon they use against you. For example, Soldiers with lighter armor often carry light guns such as the Machinenpistole, which is a good weapon to use against them. More heavily protected Soldiers carry the Sturmgewehr assault rifle; likewise, this weapon is effective against them. Following this rule offers the added bonus of supplying you with a convenient source of ammo, since your enemies will be carrying it on them.

EXPLORE

When you get stuck, consider: Have you explored the level thoroughly? Have you neutralized all enemies? Maybe you missed a switch or button. Check the Map View screen. Exploring an area removes the fog of war, so study the map for spots you may have missed. Remember also to check your objectives—they usually appear on the map to help guide you where you need to go.

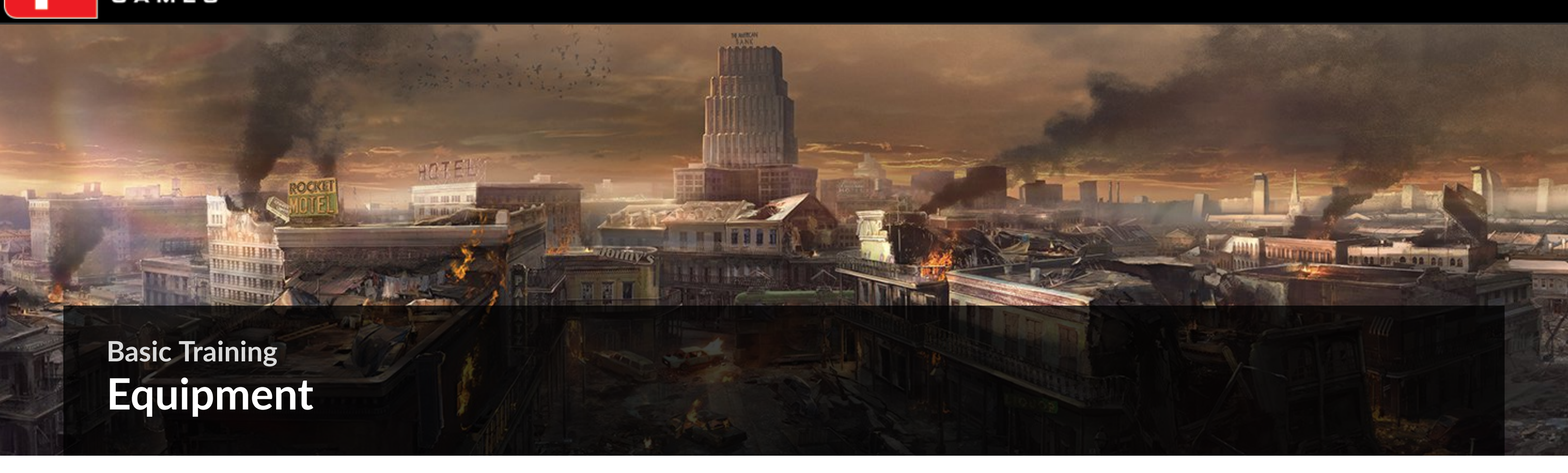
SAVE EARLY AND OFTEN

Saving is crucial. After so much work, it would be a shame to lose your progress: items found, upgrades achieved, enemies defeated. Save and Quick Save are invaluable when going up against powerful enemies and bosses. A well-placed save can be the difference between picking up close to where you died, and having to play through a giant chunk of the game all over again to reach that same point. Heading into battle? Save first. Worried an enemy might spot you during your stealth maneuvers and catch you off guard? Save. Entering a tricky part of a level that could take several attempts to figure out? Save. Been a while since you last saved? Better do it now. Remember, there's no such thing as saving too often.

Conversely, if you're looking to up the stakes with a bigger challenge, try saving only at the start of a level—or not at all—and powering through the game with no additional saves.

EXPERIMENT

Don't be afraid to experiment. Save at the start of an area, then try out different tactics and weapons. Test how many hatchet blows or shots from various firearms it takes to kill a certain enemy type. Throw grenades into rooms full of enemies and see what happens. Search for Kommandants. Eliminate enemies in various sequences to discover what works best for you—different tactics complement different playstyles. As you experiment, develop your own tactics into strategies best suited to your strengths and preferences.

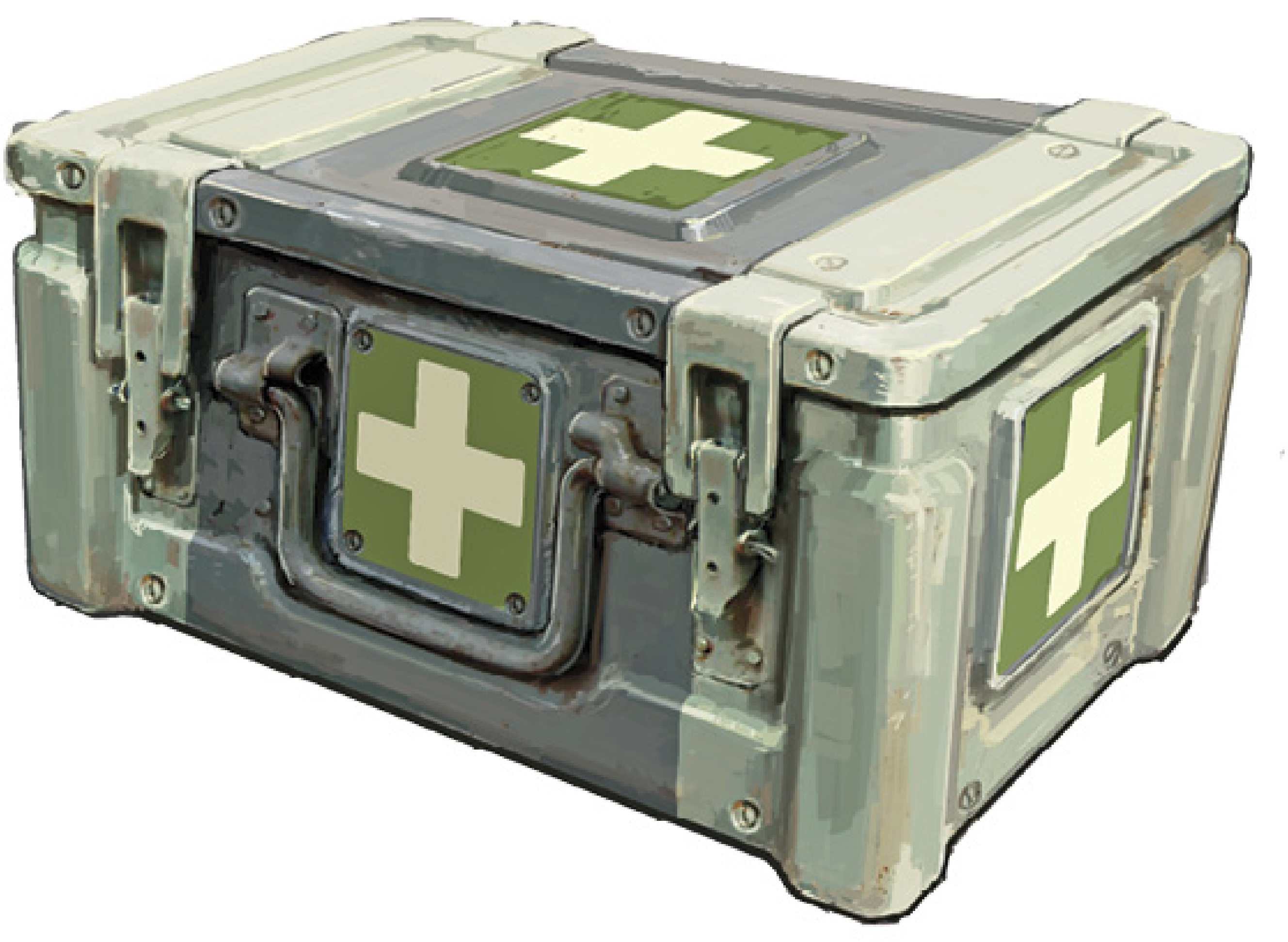


Basic Training

Equipment

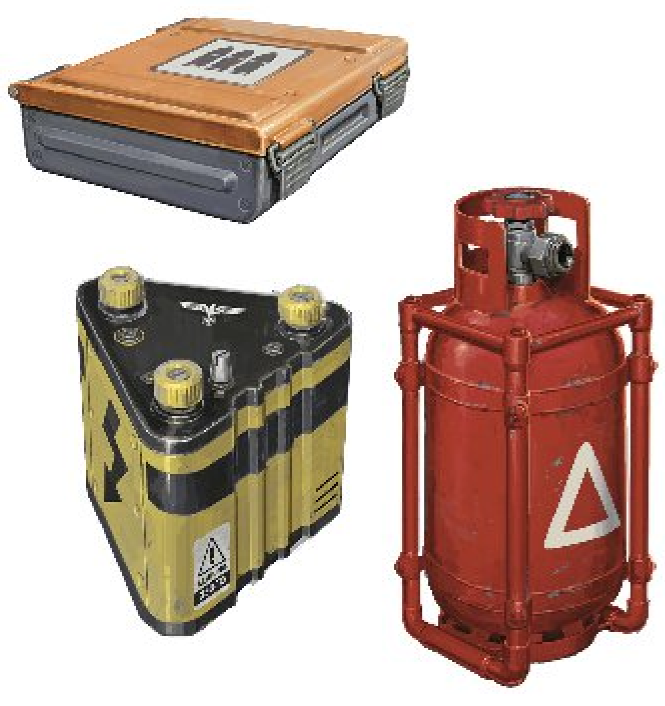
As you explore, always keep an eye out for equipment lying around. Take note that there's a difference between equipment pickups and Collectible pickups. Collectibles, which come in several forms, are items that add to the storyline in various ways. Equipment, meanwhile, comprises an array of functional items that help you stay in the fight. For more on both equipment and Collectibles, see the **Pickups** chapter.

FIRST-AID KITS



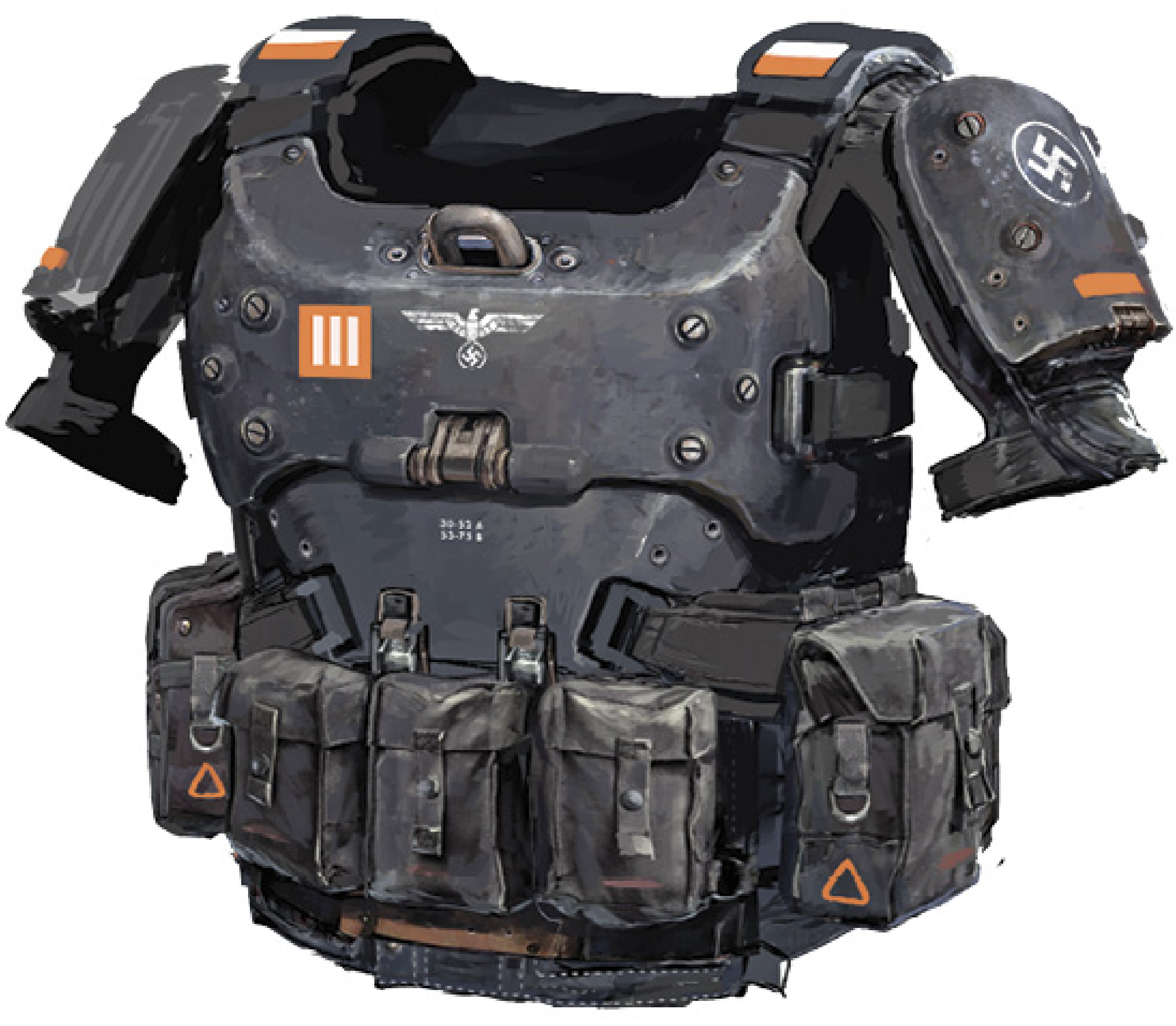
No matter how careful you are, expect to take damage. Damage decreases your health. To regain health, pick up first-aid kits. Once you build back to your normal health level, continue picking up kits—you can increase your health up to twice its normal level. However, you lose the extra health over time. It's a good idea to double your health before heading into a firefight, especially against particularly powerful enemies.

AMMO



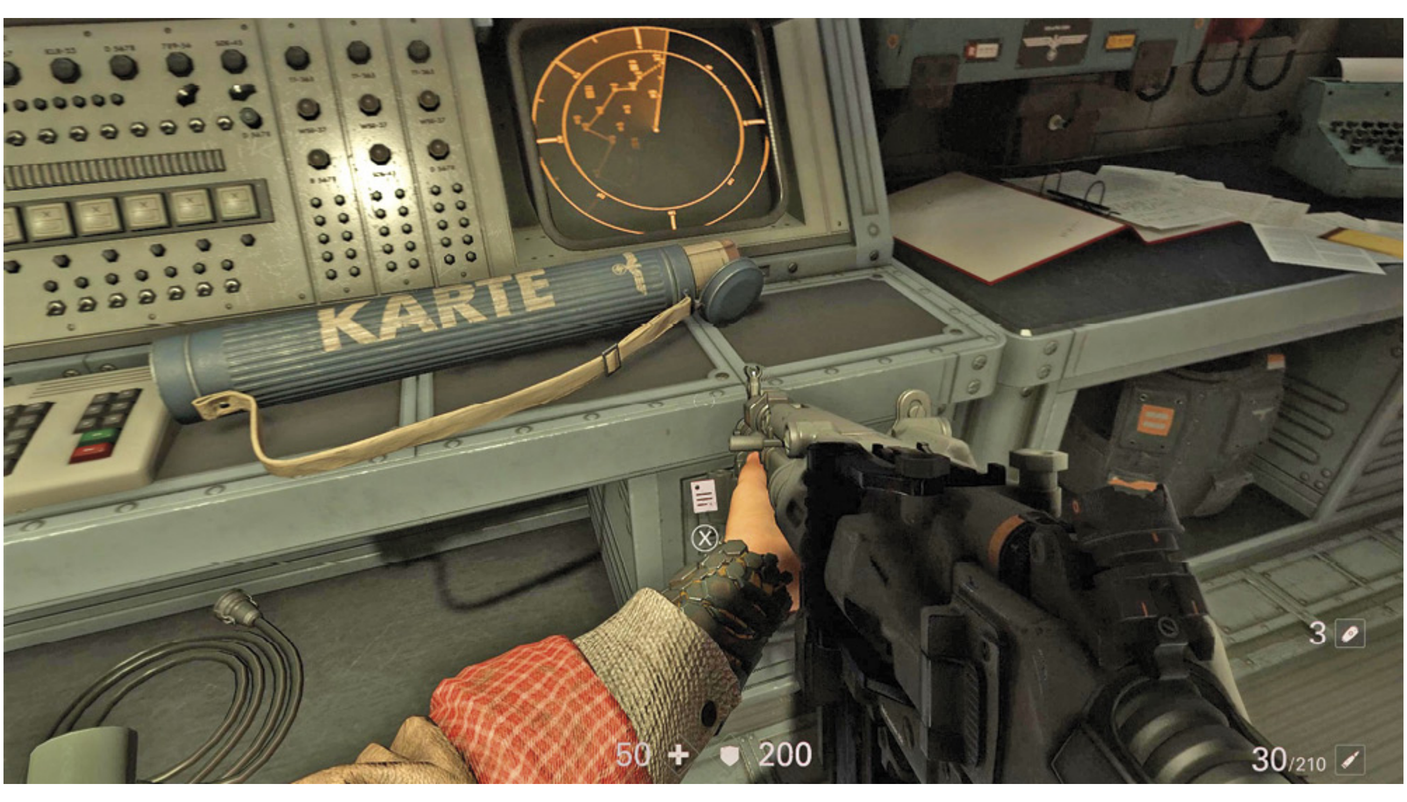
When you kill enemies, they leave behind ammo on the ground. Usually a dropped ammo item looks like the weapon the enemy was carrying. Also be on the lookout for containers of ammo positioned around levels. In some areas, you can find fuel for Dieselkraftwerk and batteries for Laserkraftwerk. Snag all available ammo whenever you come across it. Chances are, you're going to need every bit you can get your hands on when fighting legions of Nazis.

ARMOR



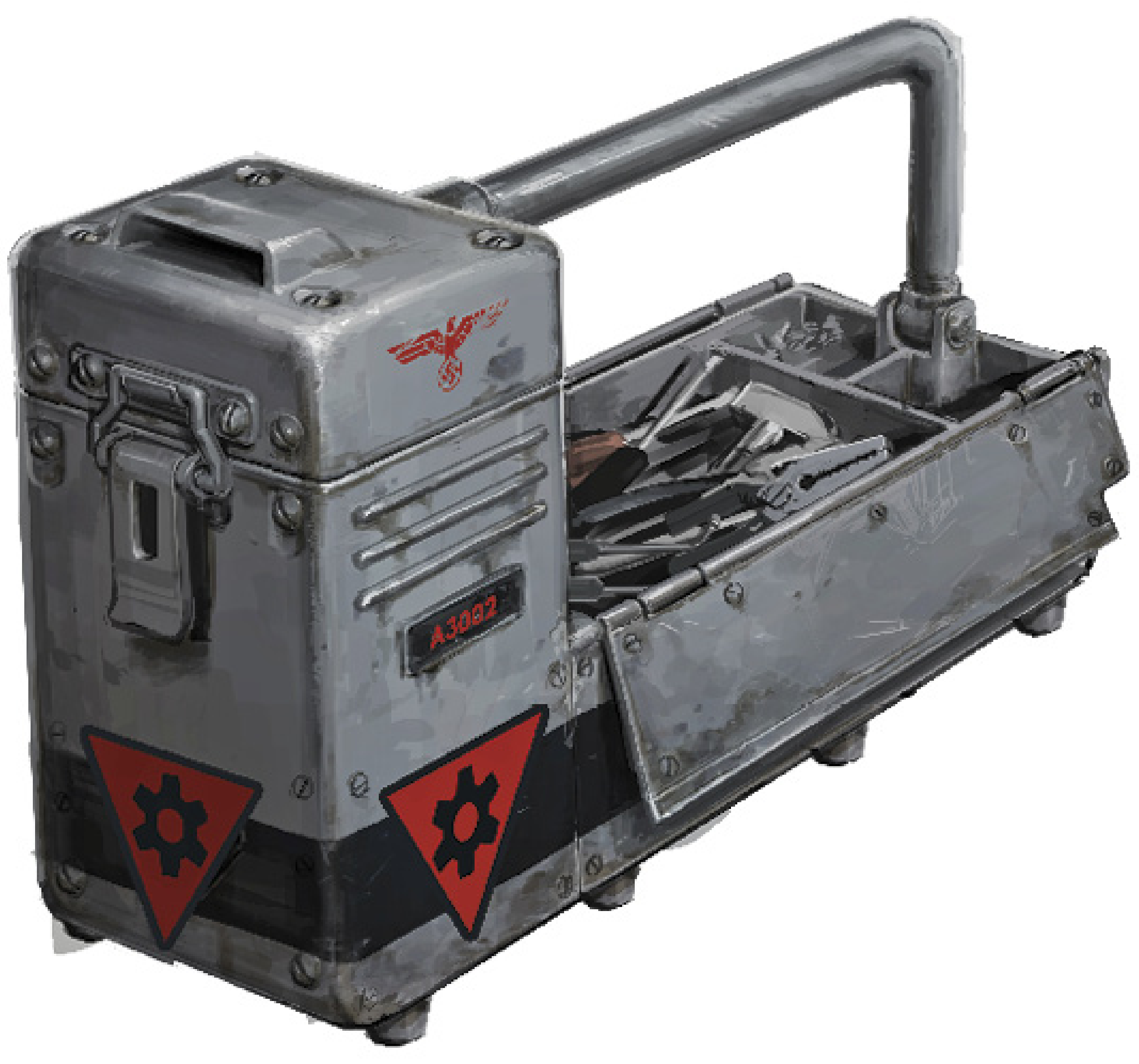
Armor absorbs some of the damage when you're hit by enemy fire. Replenish your armor value by picking up more. The more armor you have, the more damage you can take and stay in the fight. Armor pickups are positioned around various levels, and some armored units leave behind bits of armor when defeated. Grab all the armor you find. As with first-aid kits, you'll need every scrap of it.

MAPS



Every game level includes a map item somewhere. Look for a tube inscribed with the word "Karte." Once you collect it, open the Map View screen to reveal the map for that level. Maps are a fantastic aid when you're planning routes and tactics and ensuring you've explored all areas, so they're worth hunting down.

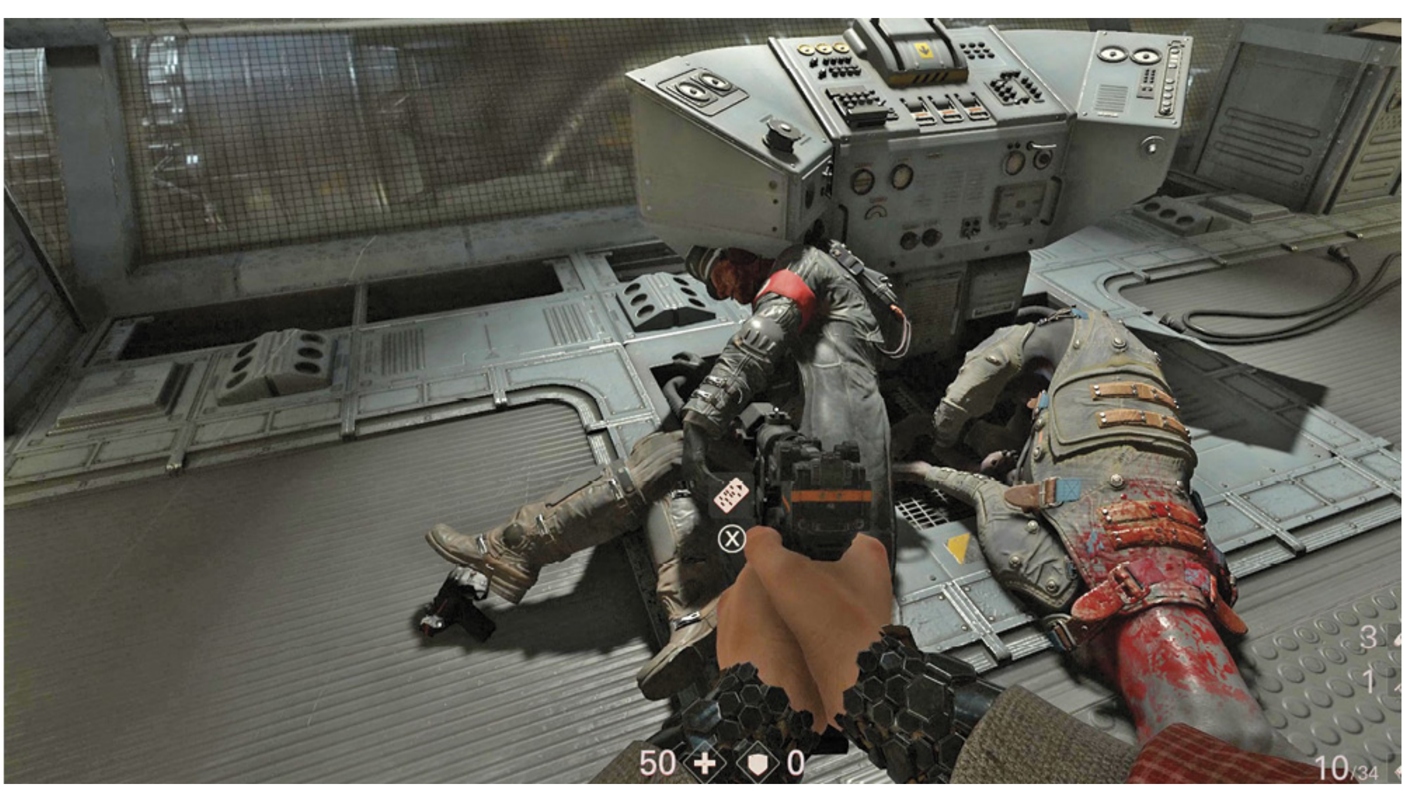
WEAPON UPGRADES



You don't come across weapon upgrades as often as first-aid kits, ammo, and armor pickups, but finding one is always a pleasant surprise. Each weapon upgrade pickup allows you to select one upgrade for one of your weapons. Choose wisely—using an upgrade represents a permanent choice; there's no changing your mind and using it for a different upgrade later. For more on weapon upgrades, check out the **Armory** chapter.

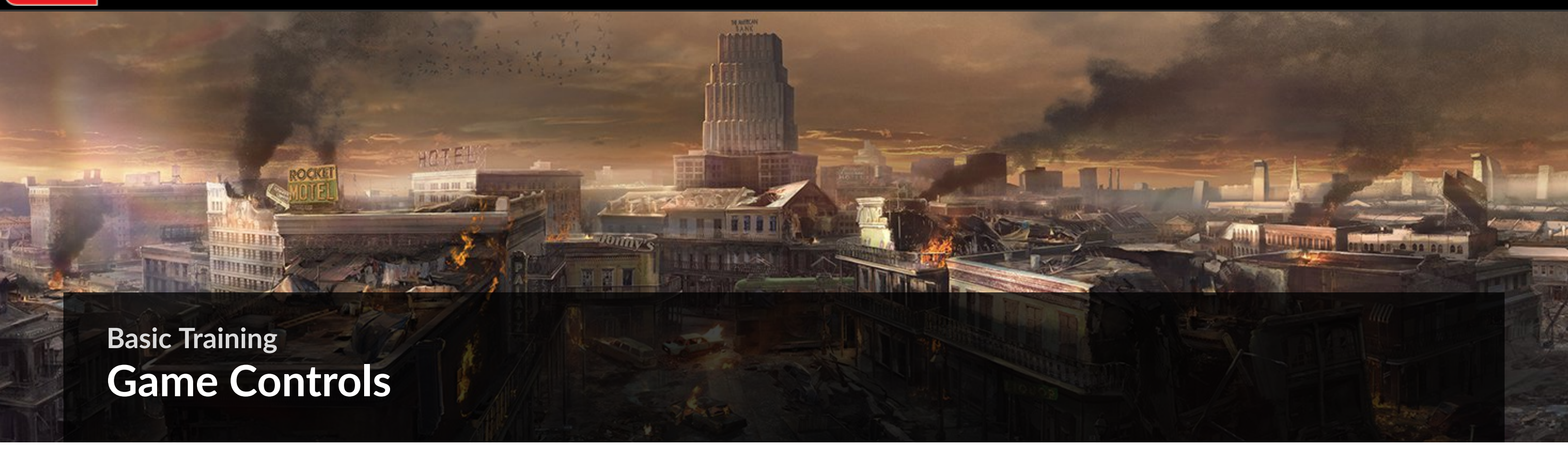
ENIGMA CODES

Each Kommandant carries an Enigma Code. After killing a Kommandant, be sure to pick up the code. When you return to *Evas Hammer*, use the codes in the Engima Machine to unlock Überkommandant missions. For mission specifics, flip past the walkthrough to the **Überkommandant Missions** chapter.



CONTRAPTIONS

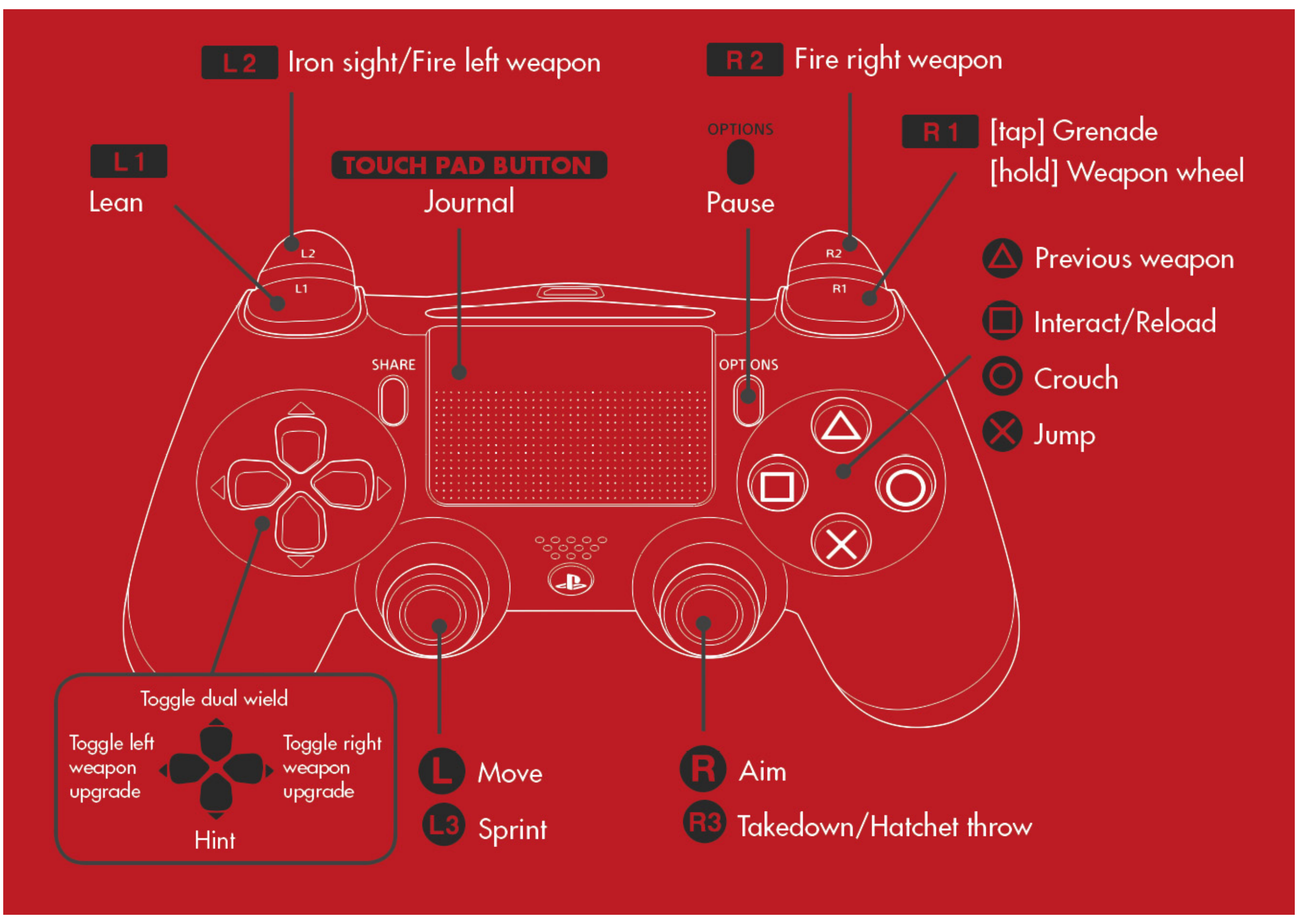
Eventually you reach a point in the progression of the Campaign where you can use contraptions. You're offered three contraptions to choose from—you only get one. Each provides unique special abilities, so pick the one that best suits your playstyle. For more details on contraptions, including a breakdown of available abilities, flip ahead to the **Perks** chapter.



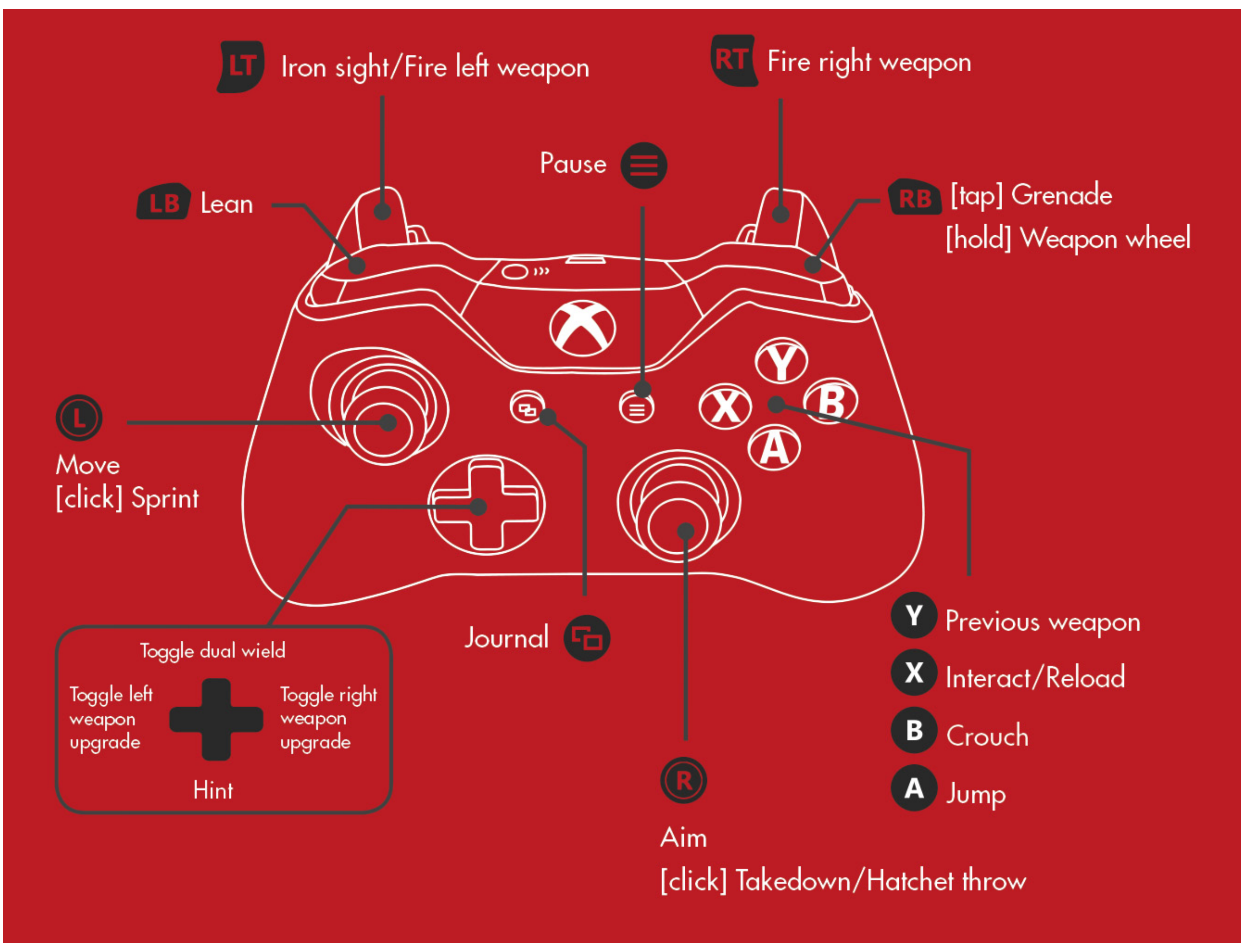
Basic Training

Game Controls

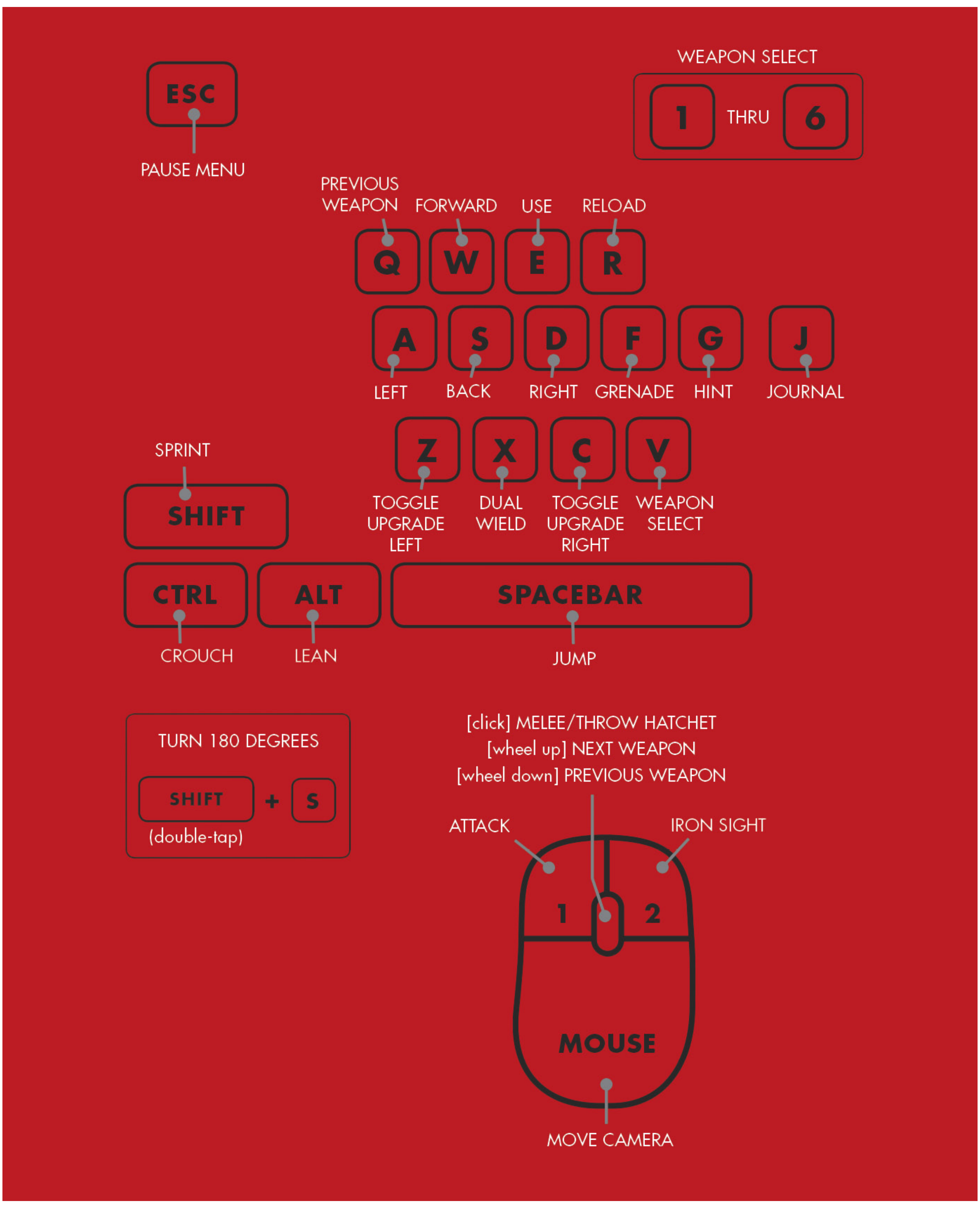
PS®4 DUALSHOCK®4 CONTROLLER

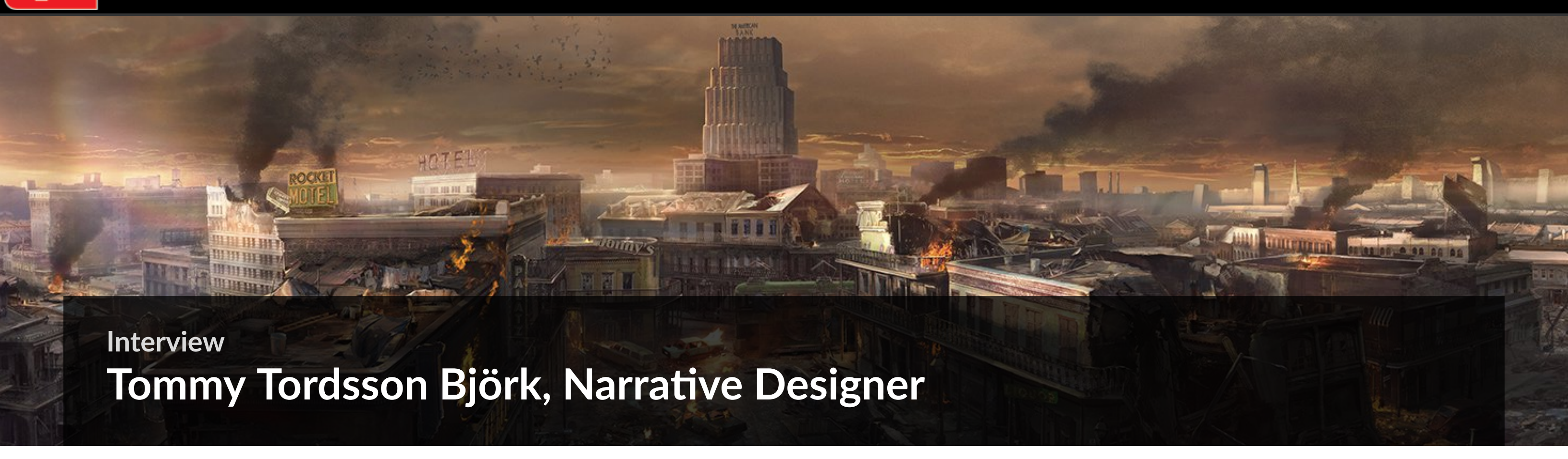

L2 Iron sight/Fire left weapon
R2 Fire right weapon
L1 Lean
TOUCH PAD BUTTON Journal
OPTIONS Pause
R1 [tap] Grenade
[hold] Weapon wheel
△ Previous weapon
□ Interact/Reload
○ Crouch
✕ Jump
SHARE
OPTIONS
L2
L1
R2
R1
Toggle dual wield
Toggle left weapon upgrade
Toggle right weapon upgrade
Hint
L Move
L3 Sprint
R Aim
R3 Takedown/Hatchet throw

XBOX ONE WIRELESS CONTROLLER


LT Iron sight/Fire left weapon
RT Fire right weapon
Pause
LB Lean
RB [tap] Grenade
[hold] Weapon wheel
L
Move
[click] Sprint
Toggle dual wield
Toggle left weapon upgrade
Toggle right weapon upgrade
Hint
Journal
R
Aim
[click] Takedown/Hatchet throw
Y Previous weapon
X Interact/Reload
B Crouch
A Jump

KEYBOARD GAME CONTROLS


ESC
PAUSE MENU
WEAPON SELECT
1 THRU 6
PREVIOUS WEAPON
FORWARD
USE
RELOAD
Q
W
E
R
A
S
D
F
G
J
LEFT
BACK
RIGHT
GRENADE
HINT
JOURNAL
SPRINT
SHIFT
Z
X
C
V
TOGGLE UPGRADE LEFT
DUAL WIELD
TOGGLE UPGRADE RIGHT
WEAPON SELECT
CTRL
ALT
SPACEBAR
CROUCH
LEAN
JUMP
TURN 180 DEGREES
SHIFT + S
(double-tap)
[click] MELEE/THROW HATCHET
[wheel up] NEXT WEAPON
[wheel down] PREVIOUS WEAPON
ATTACK
IRON SIGHT
1
2
MOUSE
MOVE CAMERA



Interview

Tommy Tordsson Björk, Narrative Designer

QUICK-FIRE INSIGHTS

What is your:

Favorite movie?
Mulholland Drive, by David Lynch. That man is the master of the mysterious and the weird.

Current gaming obsession?
Prey. I just think the way that Arkane Studios managed to make that space station feel so alive was incredibly impressive.

Favorite all-time game?
Half-Life. The thrill of that introduction sequence going down into Black Mesa still haunts me.

Favorite book?
The Road. The sparsity and poetry of the language in that apocalyptic world of ash and gray is just out of this world.

Favorite band?
Boards of Canada. I love many genres of music, from black metal to Lana Del Rey, but Boards of Canada touches some special place deep inside; I don't have words to describe it.

Biggest hobby?
Maybe food. I like cooking, making kimchi, and watching MasterChef Australia.

Motto?
Turn your pain into creativity.

BACKGROUND

How did you first become interested in pursuing a career in video games?
I was in college and Half-Life had just been released. At the time I thought I wanted to work with writing scripts for movies. I started playing this game that I had heard about from friends who said they liked it. And when I played it I just had this epiphany that this is what I wanted to do. It made me realize that there is so much potential in storytelling for games and I decided right there and then that I was going to become a game story writer.

How long have you been on the team?
I started in spring 2011, so I've been here for over six years now.

Give the reader an idea of your day-to-day tasks.
Depends on where we are in the development process. At the beginning of a project, my days consist of a lot of meetings, brainstorming story ideas with Jens, and days of just writing scenes and dialogue. In the middle of the project, there might be pickup dialogues that need to be written, as well as in-game fiction and fleshing out side characters and ambient conversations. Or later in the project there's much more technical work that needs to be done, like timing the dialogue in order to break up the subtitles into smaller chunks.

What's your favorite aspect of a project?
I think it varies, but probably the start of the project when you're mapping out the story and going into the actual writing process of fleshing out scenes and different characters and plotting out their character arcs.

THE NEW COLOSSUS

How does Wolfenstein II: The New Colossus fit into the storyline of the Wolfenstein series?
It's a direct continuation of the story in The New Order and it starts off with B.J. severely crippled after the assault on Deathshead's compound. Struggling with a body that is slowly breaking down on him, he has to consolidate the remaining fragments of the Resistance and spark a second American Revolution. We also get to learn more about B.J.'s backstory and how he became who he is.

What were the overall goals in creating the next chapter of the Wolfenstein universe?
Wolfenstein: The New Order was a statement about the type of game that we wanted to make, so we had that as a starting point when we began working on The New Colossus. Our goal was to find ways to dial up the intensity and quality on every core component. How do we write better character arcs, how do we make our enemies more varied, and so on. I think we've written a story that's both more ambitious and even more personal. The gameplay is wilder, and yet remains grounded enough to feel authentic. When we made our first game we were still building the studio. The New Colossus is us firing on all cylinders and we hope that shows.

What key decisions were made to reinforce and accomplish those goals?
Early in pre-production the idea of "freedom" emerged as the gameplay theme which would feed into the story's theme of "catharsis." So, the result is a game about liberating America while going on this personal cathartic journey through Nazi-occupied America. Many game design and story decisions stem from those two ideas that would turn up the intensity of both story and gameplay.

What do you feel has the most impact in making the Wolfenstein series stand apart from other video games?
Ever since Wolfenstein 3D, the series has been like looking at history through a cracked mirror. Moving the game into this alternate reality where the Nazis won the war emphasizes many of those qualities that Wolfenstein 3D had—crazy sci-fi elements, over-the-top violence, twisted antagonists like General Engel, and towering Nazi robots. But above all, it's about one thing and one thing only: killing Nazis.

What was the trickiest task assigned to you and how did you solve it?
That was probably creating all of the Resistance characters that inhabit the submarine hub. We wanted all of them to feel unique and as you play the game, this motley crew keeps growing bigger and it was a bit of a challenge to keep track of that progress and make them feel like they were actually inhabiting this space.

GAME DESIGN

What were some of the challenges in creating the gameplay experience this time around?
Perhaps the biggest challenge has been empowering the player with the three playstyles—Mayhem, Tactical, and Stealth. We've tried to allow for organic movement between these styles while playing, which means that every enemy and area has to support all the playstyles. This puts tough requirements on level design and game mechanics, and you need the entire studio to work towards that goal.

What elements did you incorporate into each level to make them unique?
Wolfenstein is an action-adventure, and so we want to keep you constantly on your toes, not knowing what comes next. So we spend a lot of effort making sure that the gameplay of the levels goes hand-in-hand with the story. We try to keep the experience fresh and exciting by taking you to new, strange locations and by switching up the gameplay. One moment you're in a wheelchair fighting Nazis in a submarine and in the next you're riding a Panzerhund through New Orleans setting Nazis on fire.

ART AND DESIGN

What fresh approaches have you brought to the design of the principal characters for Wolfenstein II: The New Colossus?
The visual development of the main characters has been an exciting part of the project. In the previous game we established the core visuals for our protagonist B.J. and his closest allies in the Resistance. They started off as a ragged-looking bunch and in this game we've allowed them to breathe a bit more, refining their visual character traits to create a broader gallery of portraits. They've gone from a scavenging Resistance group to a more established organization and so each character has had a chance to carve out their own visual niche, while still keeping the core visuals we established for them in The New Order. In the end, I think we've shaped the characters of The New Colossus into a gallery of personalities that have evolved together with the story.

Talk about your inspiration for the artistic look and feel of The New Colossus' alternate-history setting.
Creating an alternative reality that uses history as a springboard, while at the same time throwing the world into this pool of crazy sci-fi and cathartic violence—everything that makes a Wolfenstein game Wolfenstein—has been challenging but, most importantly, extremely fun. This is by far the most ambitious project we've ever worked on. In The New Order, we laid out the foundation of a world being rebuilt in concrete and steel by a Nazi regime that had changed the course of the world. For this sequel game, we looked at what components we felt worked the best and added new ideas to strengthen the overall concept of Nazi-occupied America in the '60s. The core concept is a world dominated by Nazis with huge robots and super-advanced technology, over-the-top weaponry, colossal structures made out of concrete, and tons of hard steel. Underneath this oppressive mass of fascism is a vibrant world that is full of life, color, with people filled with a sense of revenge and a will to survive. Visually, this is represented with overgrown ruins, flooded cities reclaimed by marshlands left to rot, remnants of a world that once was. It's this contrast between brutal steel structures of the new and the colorful and irregular patchwork of the old that makes this game world come alive.

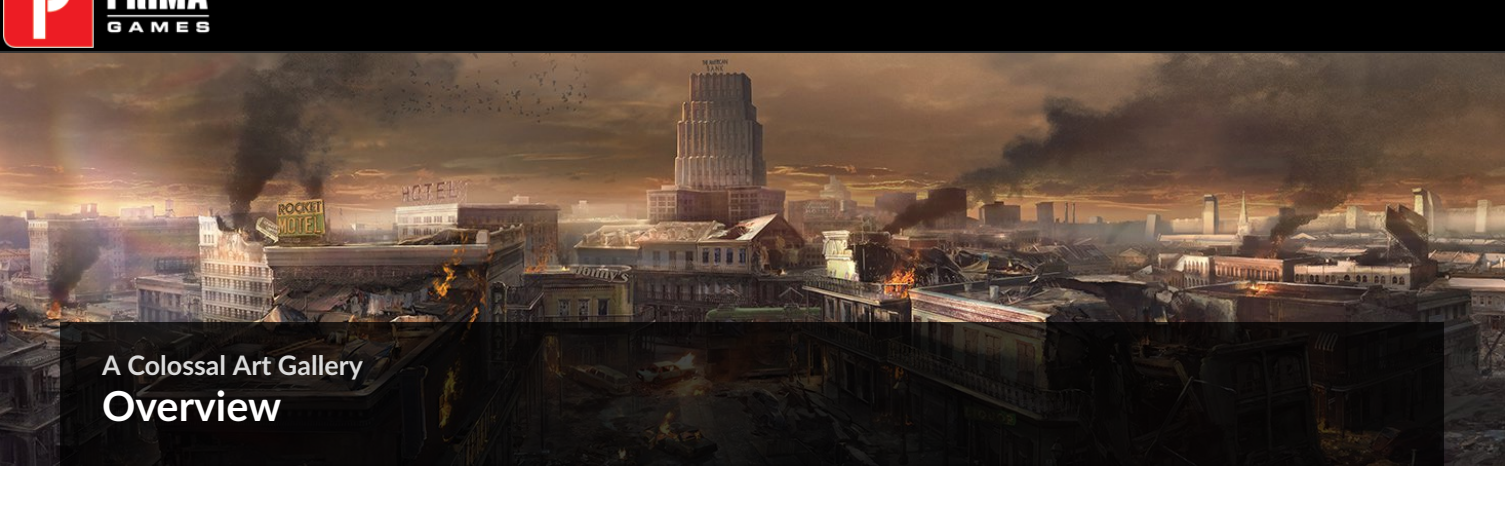
NARRATIVE

At the core of every Wolfenstein game is the fact that you get to kill Nazis, but The New Order brought a level of complex storytelling to the series. What challenges did you face in furthering that narrative in The New Colossus?
One of the main challenges has been to bring over and continue the story arcs of the characters that we know and love from The New Order, while at the same time injecting some fresh blood with new characters, without overcrowding the game. It's a fine balance, and I think when you have such a big gallery of likable characters as we have, it feels like you want to see even more of them.

IN CONCLUSION

What are you most proud of concerning the game?
That we've managed to create an experience that is emotionally engaging, funny, thought-provoking, and a kick-ass action game at the same time. It's not like any game I've ever seen before.

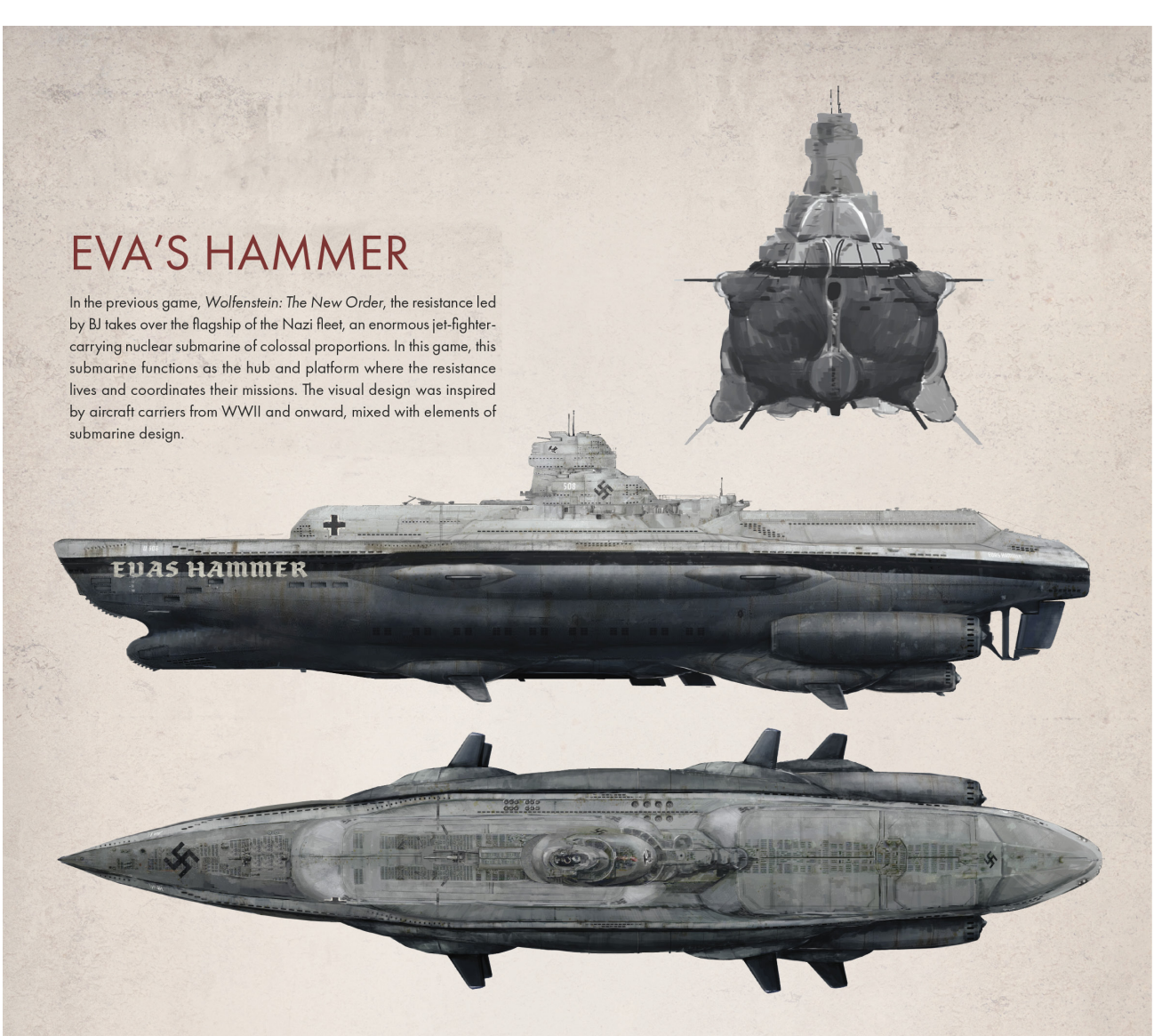
How would you summarize the experience of Wolfenstein II: The New Colossus?
Like going on a burning roller-coaster with the people you love while pulverizing Nazis with laser rifles.



A Colossal Art Gallery

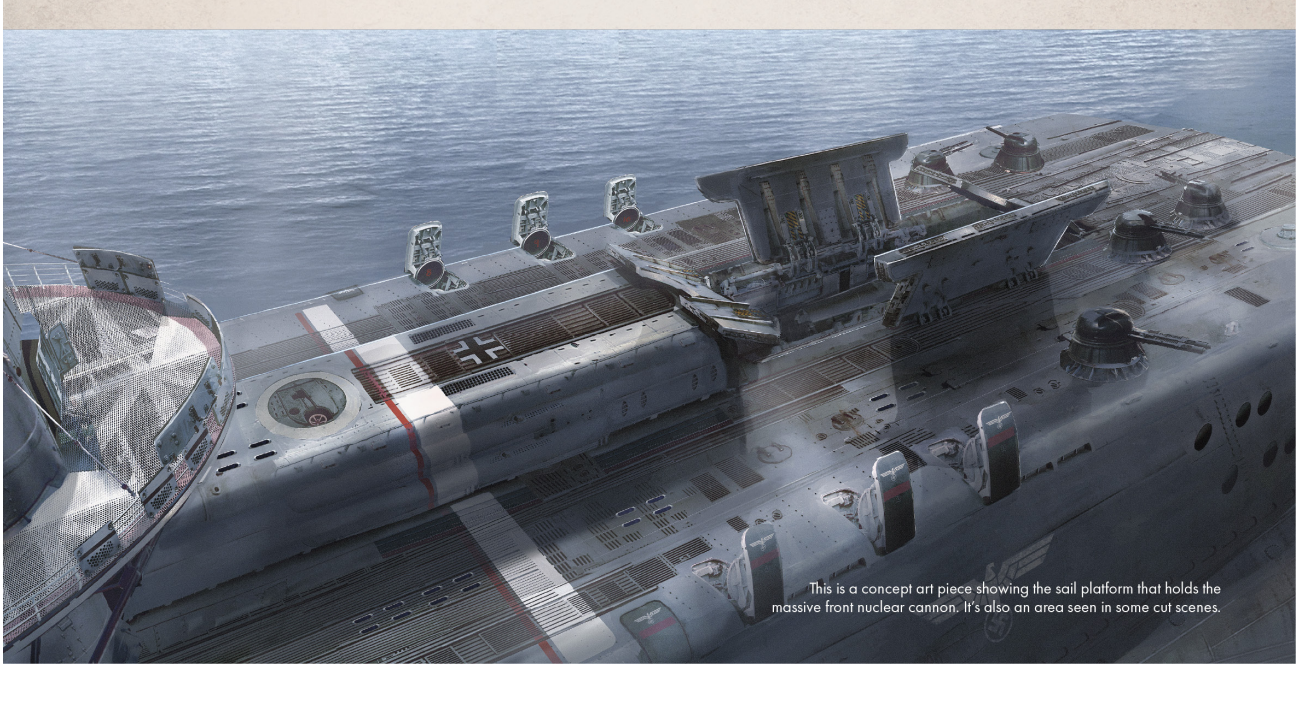
Overview

➤ THE FOLLOWING SPREADS ARE AN EXCERPT FROM THE ART OF WOLFENSTEIN II: THE NEW COLOSSUS, RELEASED BY DARK HORSE.

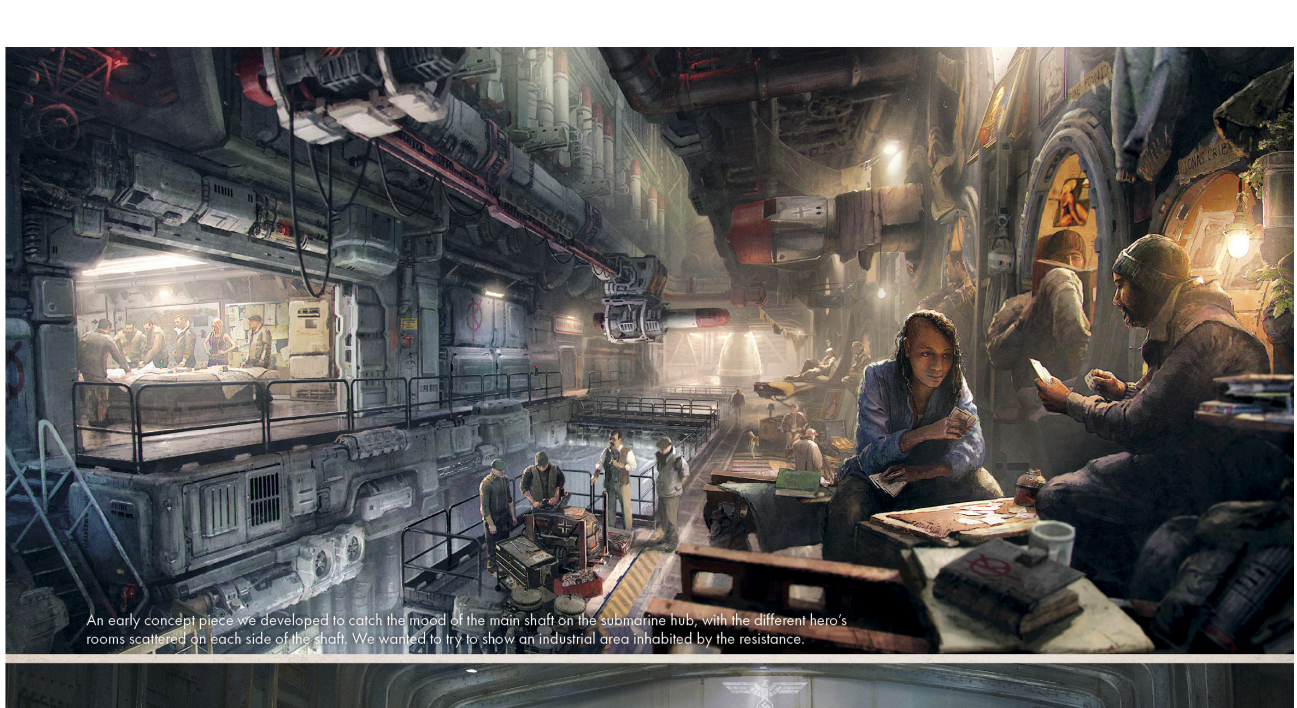


EVA'S HAMMER

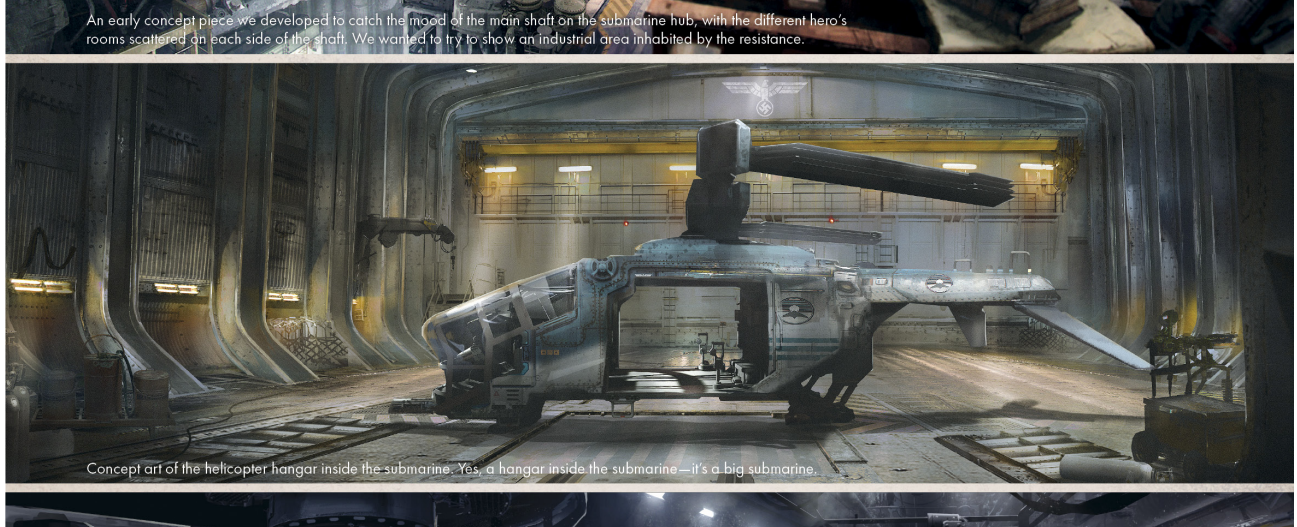
In the previous game, *Wolfenstein: The New Order*, the resistance led by BJ takes over the flagship of the Nazi fleet, an enormous jet-fighter-carrying nuclear submarine of colossal proportions. In this game, this submarine functions as the hub and platform where the resistance lives and coordinates their missions. The visual design was inspired by aircraft carriers from WWII and onward, mixed with elements of submarine design.



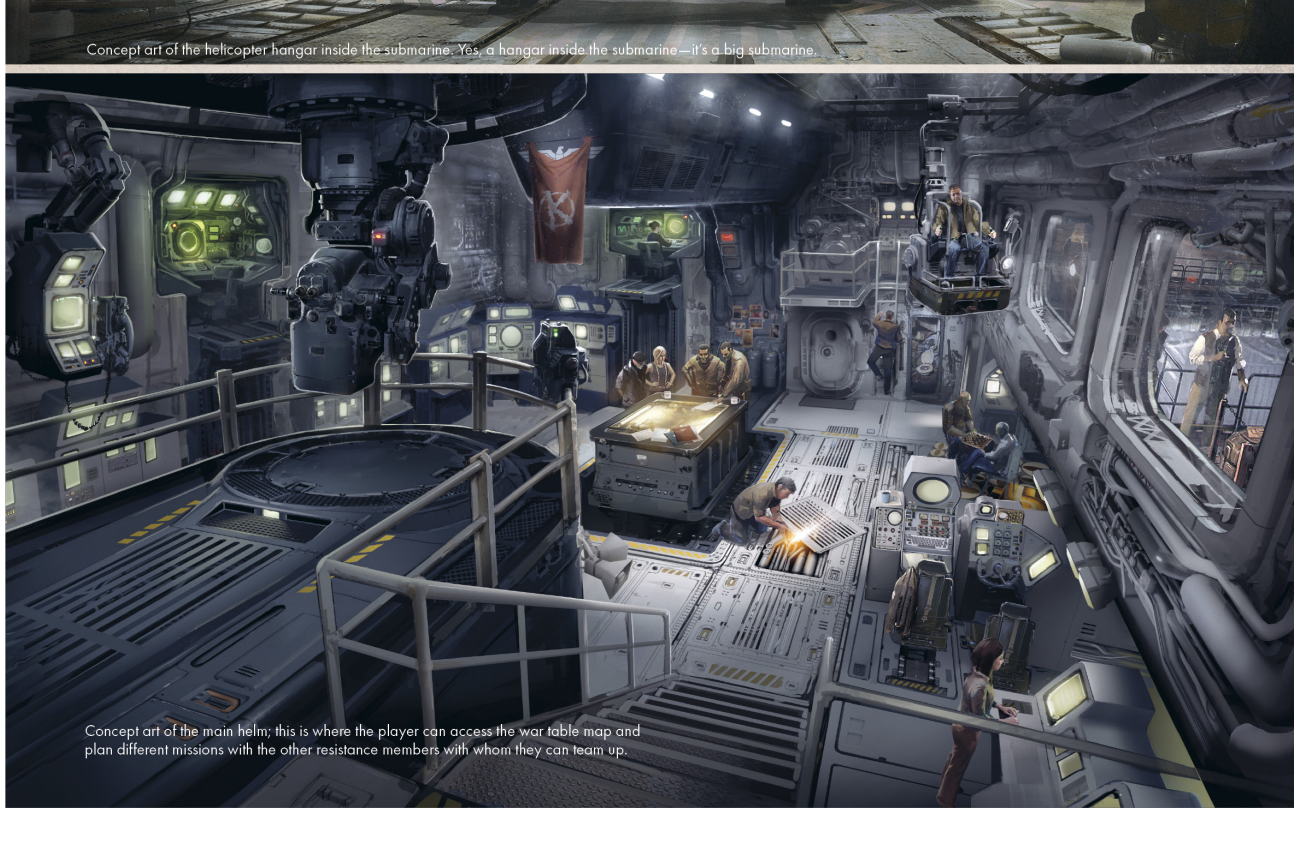
This is a concept art piece showing the sail platform that holds the massive front nuclear cannon. It's also an area seen in some cut scenes.



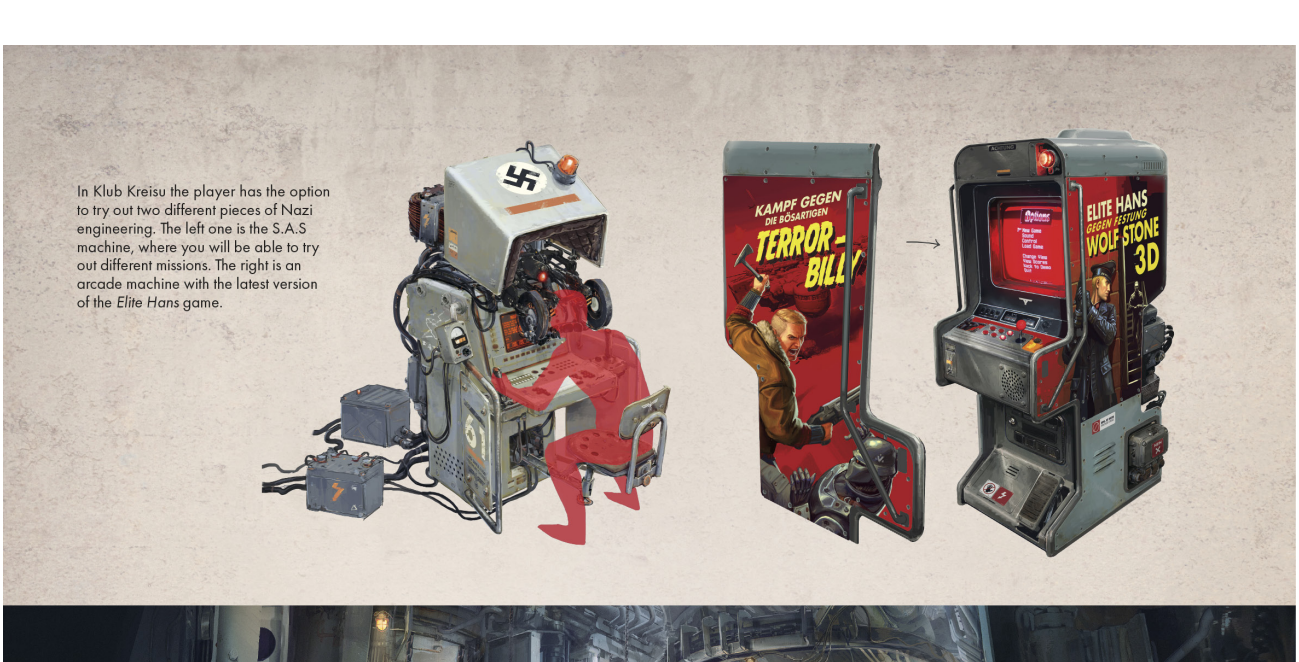
An early concept piece we developed to catch the mood of the main shaft on the submarine hub, with the different hero's rooms scattered on each side of the shaft. We wanted to try to show an industrial area inhabited by the resistance.



Concept art of the helicopter hangar inside the submarine. Yes, a hangar inside the submarine—it's a big submarine.

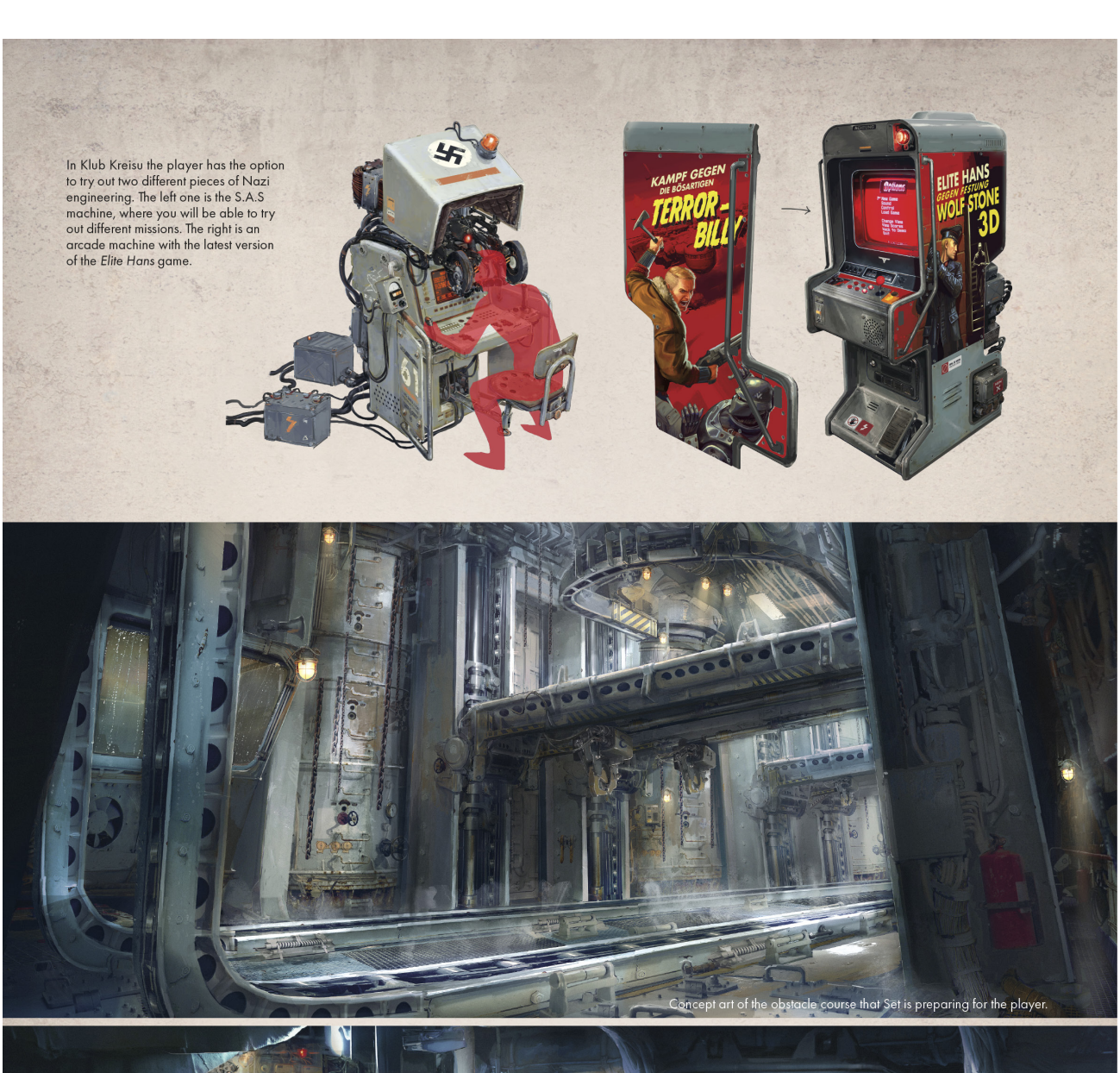


Concept art of the main helm; this is where the player can access the war table map and plan different missions with the other resistance members with whom they can team up.

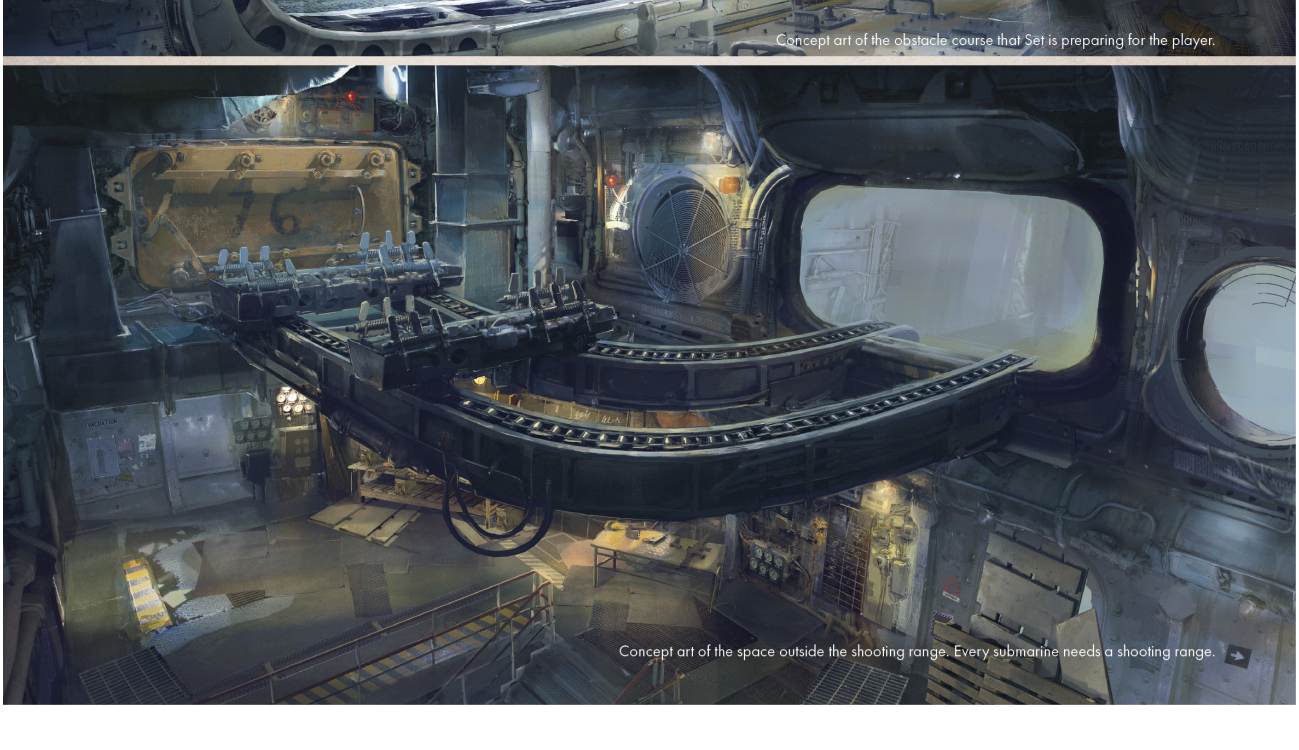


In Klub Kreisu the player has the option to try out two different pieces of Nazi engineering. The left one is the S.A.S machine, where you will be able to try out different missions. The right is an arcade machine with the latest version of the *Elite Hans* game.

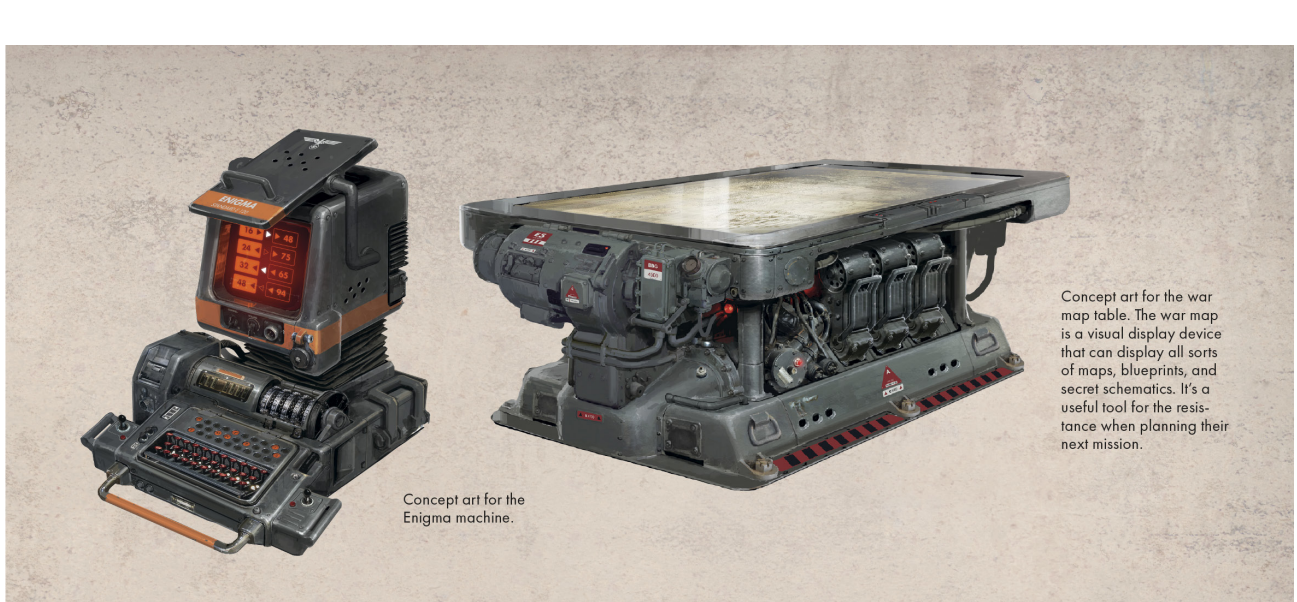
KAMPF GEGEN DIE BÖSARTIGEN TERROR-BILLY
ELITE HANS WOLFSTONE 3D



Concept art of the obstacle course that Set is preparing for the player.

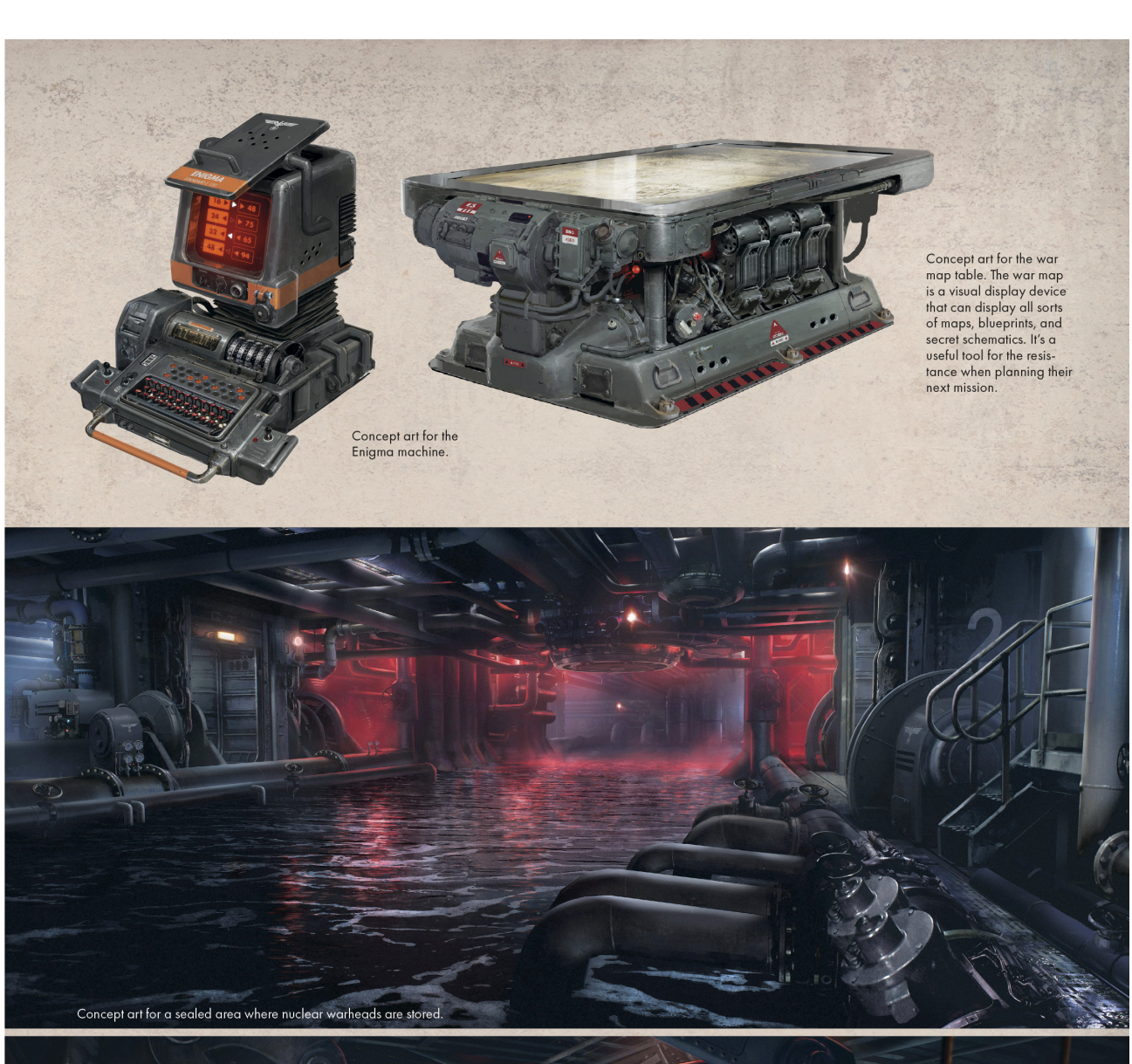


Concept art of the space outside the shooting range. Every submarine needs a shooting range.

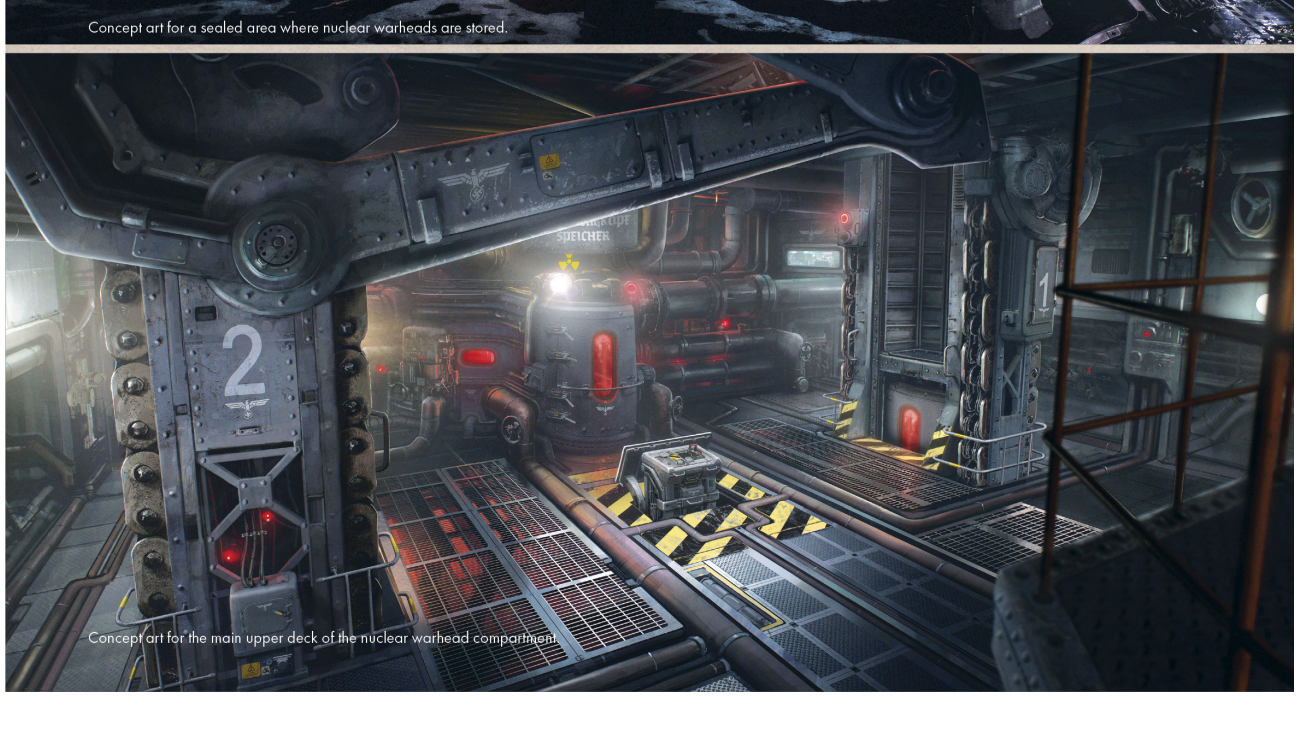


Concept art for the Enigma machine.

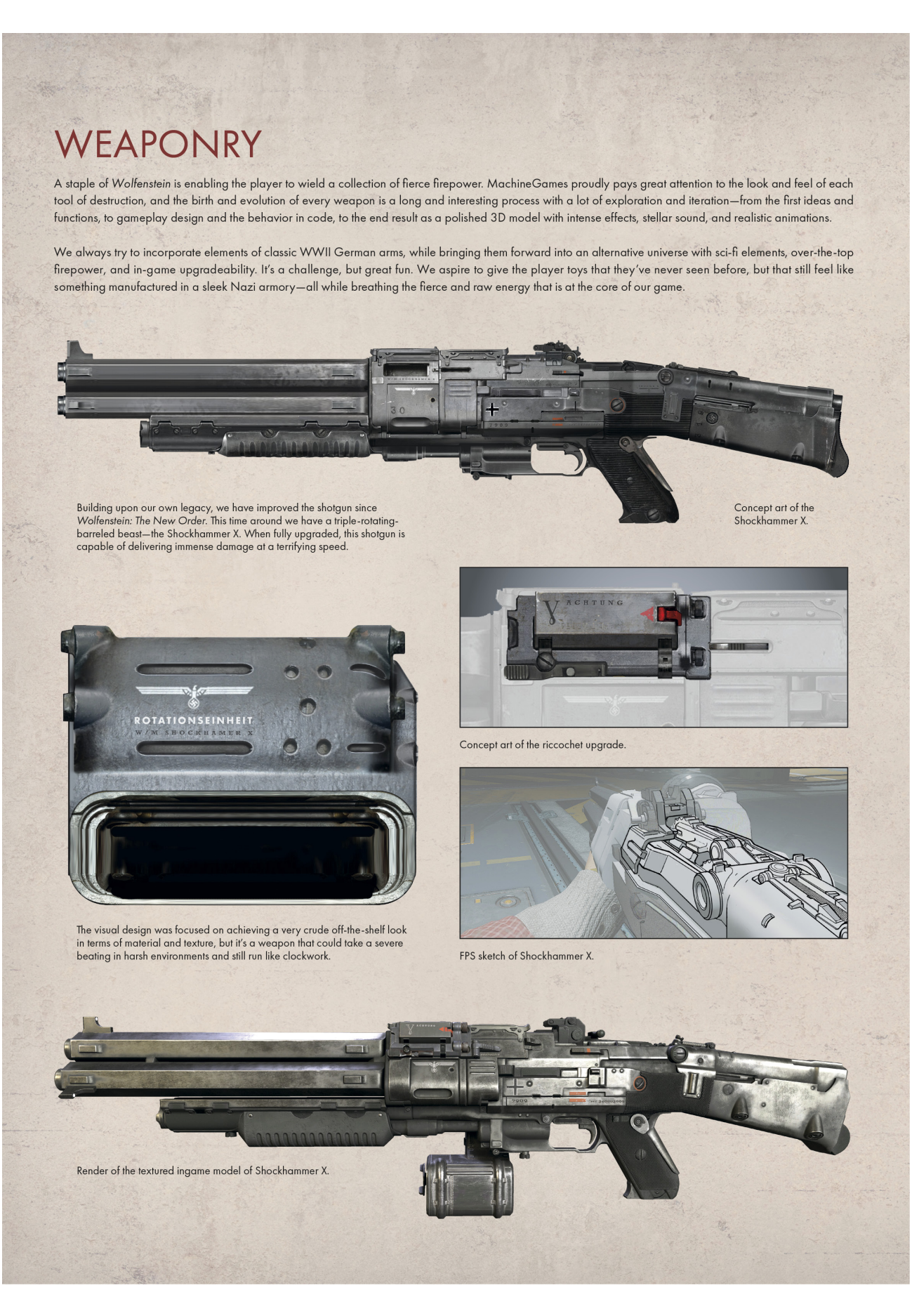
Concept art for the war map table. The war map is a visual display device that can display all sorts of maps, blueprints, and secret schematics. It's a useful tool for the resistance when planning their next mission.



Concept art for a sealed area where nuclear warheads are stored.



Concept art for the main upper deck of the nuclear warhead compartment.



WEAPONRY

A staple of *Wolfenstein* is enabling the player to wield a collection of fierce firepower. MachineGames proudly pays great attention to the look and feel of each tool of destruction, and the birth and evolution of every weapon is a long and interesting process with a lot of exploration and iteration—from the first ideas and functions, to gameplay design and the behavior in code, to the end result as a polished 3D model with intense effects, stellar sound, and realistic animations.

We always try to incorporate elements of classic WWII German arms, while bringing them forward into an alternative universe with sci-fi elements, over-the-top firepower, and in-game upgradeability. It's a challenge, but great fun. We aspire to give the player toys that they've never seen before, but that still feel like something manufactured in a sleek Nazi armory—all while breathing the fierce and raw energy that is at the core of our game.

Building upon our own legacy, we have improved the shotgun since *Wolfenstein: The New Order*. This time around we have a triple-rotating-barreled beast—the Shockhammer X. When fully upgraded, this shotgun is capable of delivering immense damage at a terrifying speed.

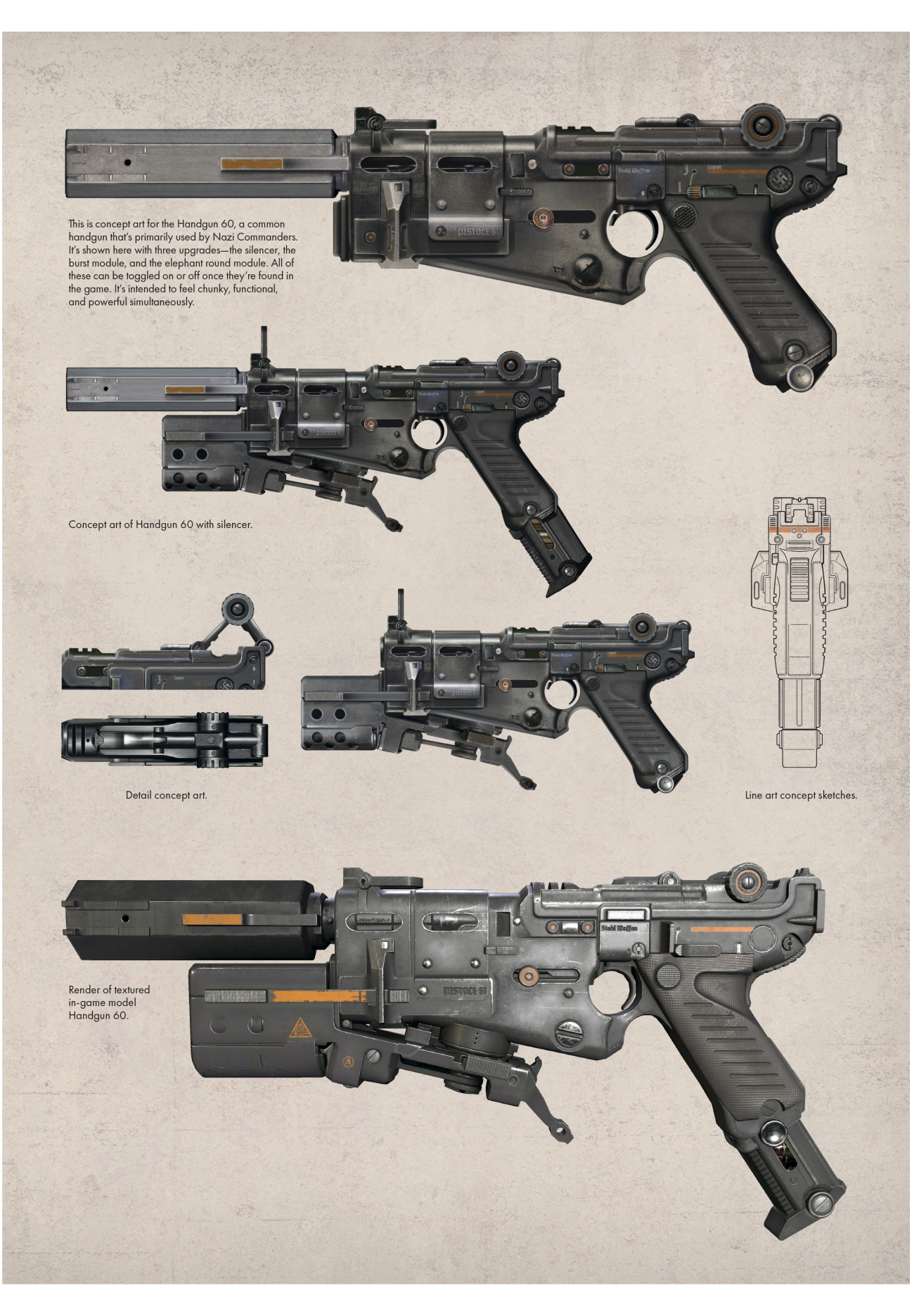
Concept art of the Shockhammer X.

Concept art of the riccochet upgrade.

The visual design was focused on achieving a very crude off-the-shelf look in terms of material and texture, but it's a weapon that could take a severe beating in harsh environments and still run like clockwork.

FPS sketch of Shockhammer X.

Render of the textured ingame model of Shockhammer X.



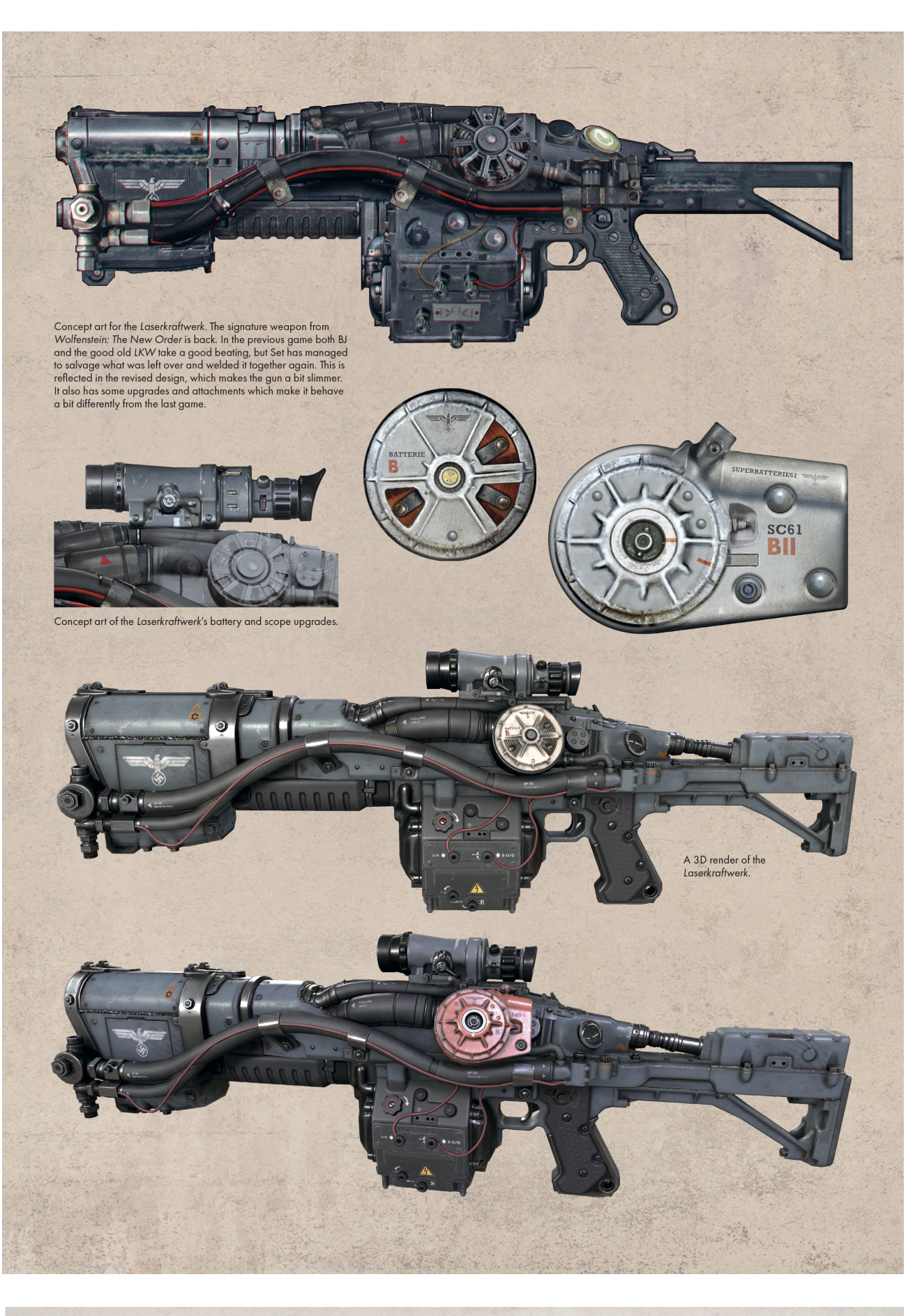
This is concept art for the Handgun 60, a common handgun that's primarily used by Nazi Commanders. It's shown here with three upgrades—the silencer, the burst module, and the elephant round module. All of these can be toggled on or off once they're found in the game. It's intended to feel chunky, functional, and powerful simultaneously.

Concept art of Handgun 60 with silencer.

Detail concept art.

Line art concept sketches.

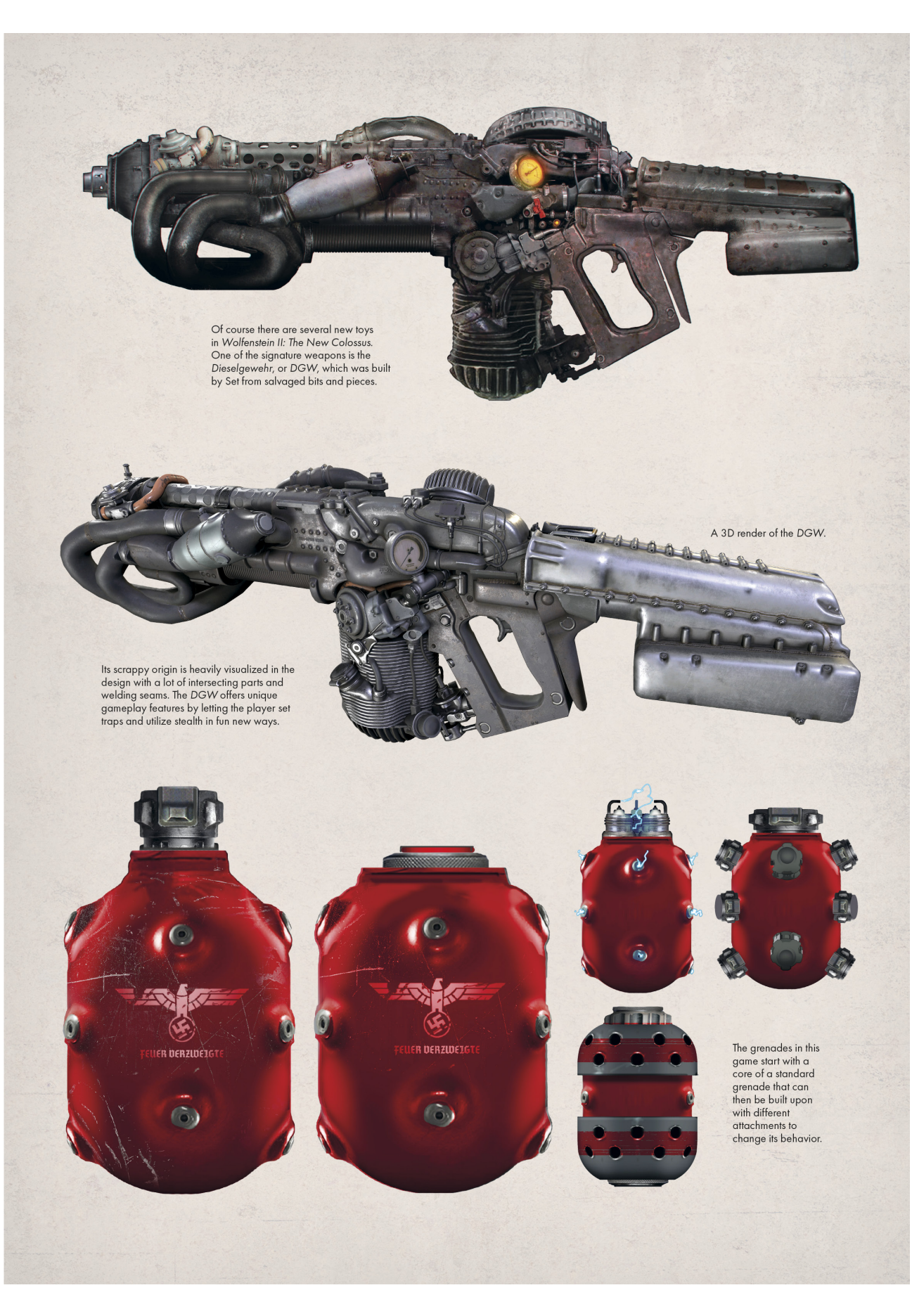
Render of textured in-game model Handgun 60.



Concept art for the *Laserkraftwerk*. The signature weapon from *Wolfenstein: The New Order* is back. In the previous game both BJ and the good old *LKW* take a good beating, but Set has managed to salvage what was left over and welded it together again. This is reflected in the revised design, which makes the gun a bit slimmer. It also has some upgrades and attachments which make it behave a bit differently from the last game.

Concept art of the *Laserkraftwerk*'s battery and scope upgrades.

A 3D render of the *Laserkraftwerk*.

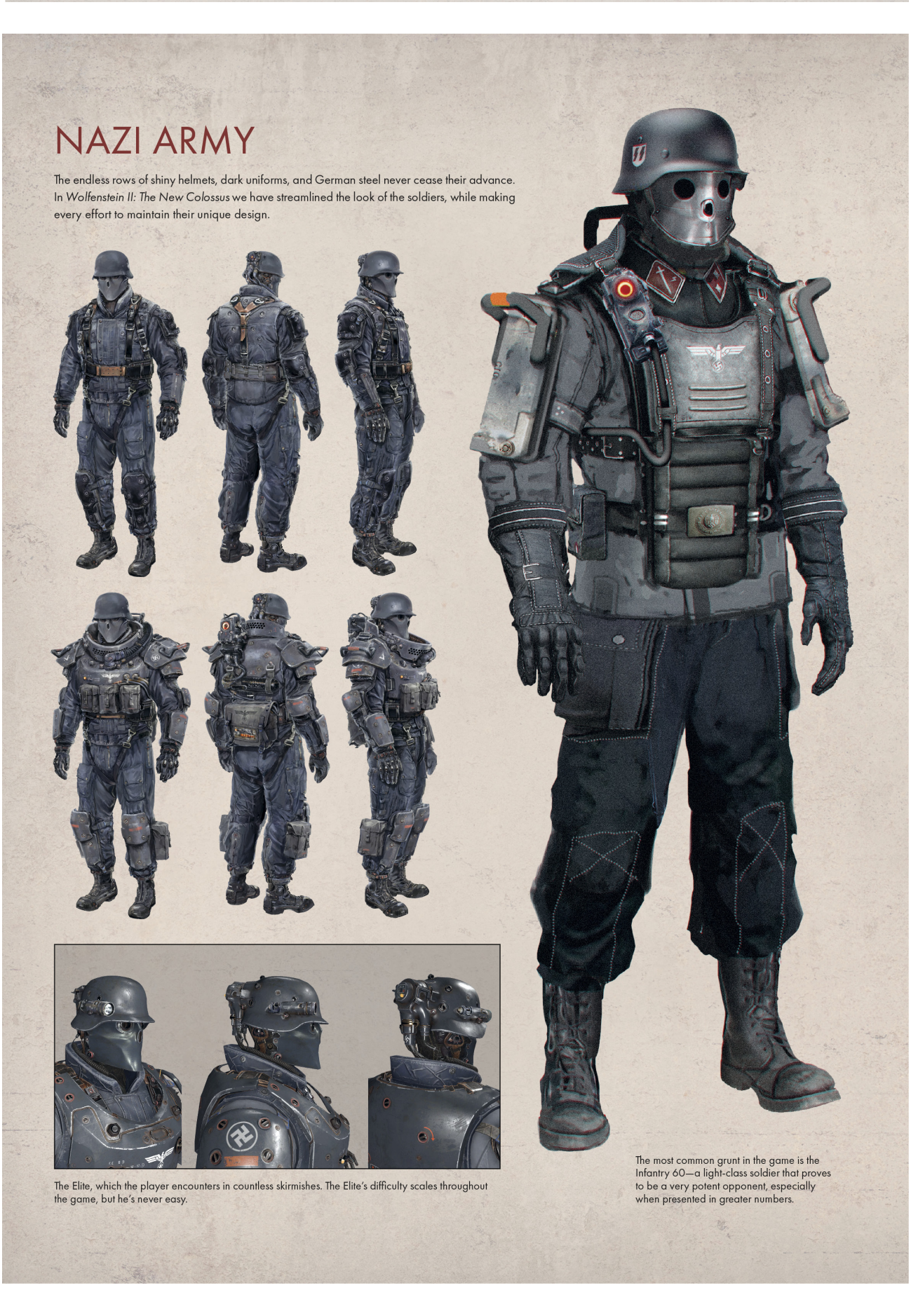


Of course there are several new toys in *Wolfenstein II: The New Colossus*. One of the signature weapons is the *Dieselgewehr*, or *DGW*, which was built by Set from salvaged bits and pieces.

A 3D render of the *DGW*.

Its scrappy origin is heavily visualized in the design with a lot of intersecting parts and welding seams. The *DGW* offers unique gameplay features by letting the player set traps and utilize stealth in fun new ways.

The grenades in this game start with a core of a standard grenade that can then be built upon with different attachments to change its behavior.

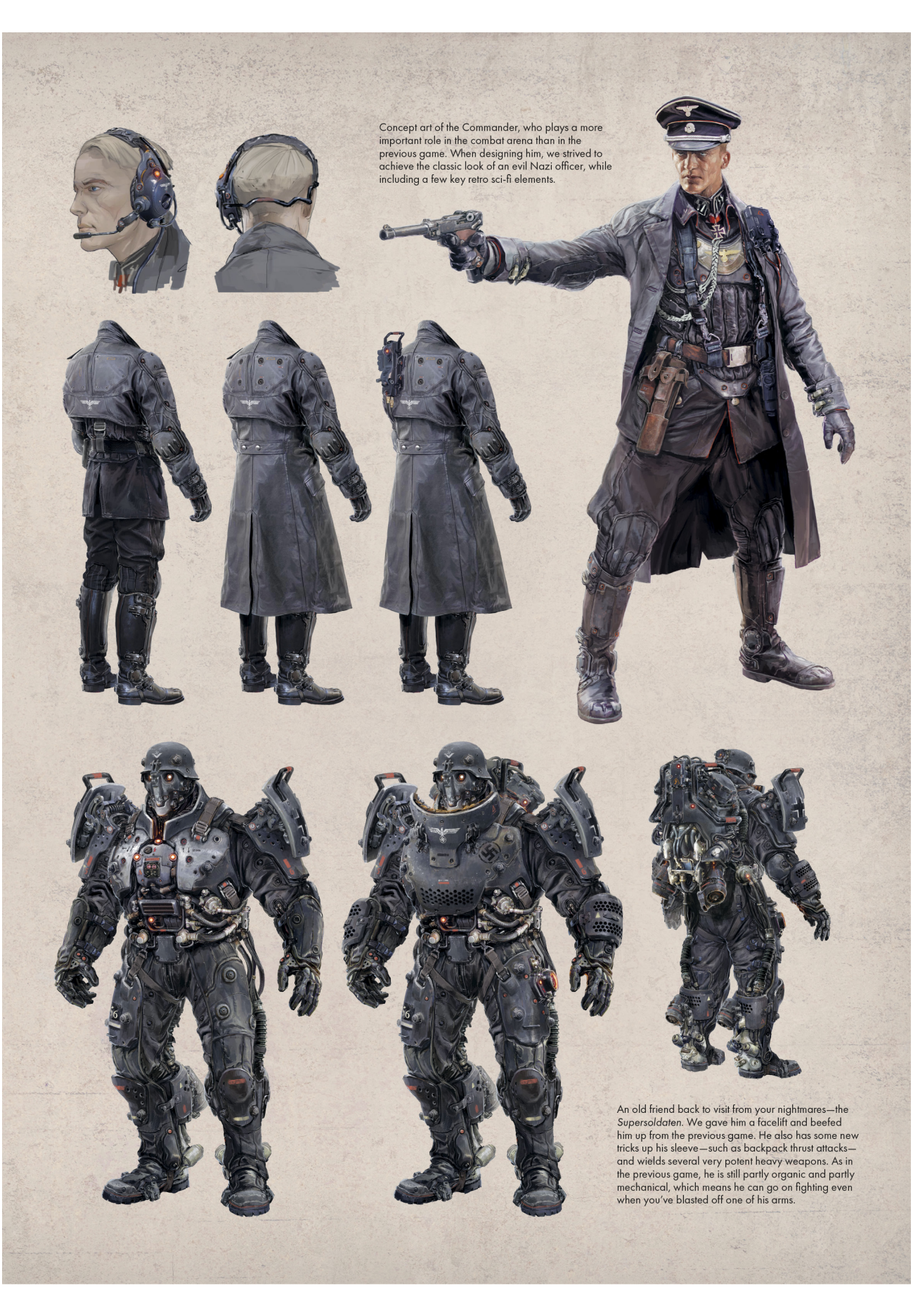


NAZI ARMY

The endless rows of shiny helmets, dark uniforms, and German steel never cease their advance. In *Wolfenstein II: The New Colossus* we have streamlined the look of the soldiers, while making every effort to maintain their unique design.

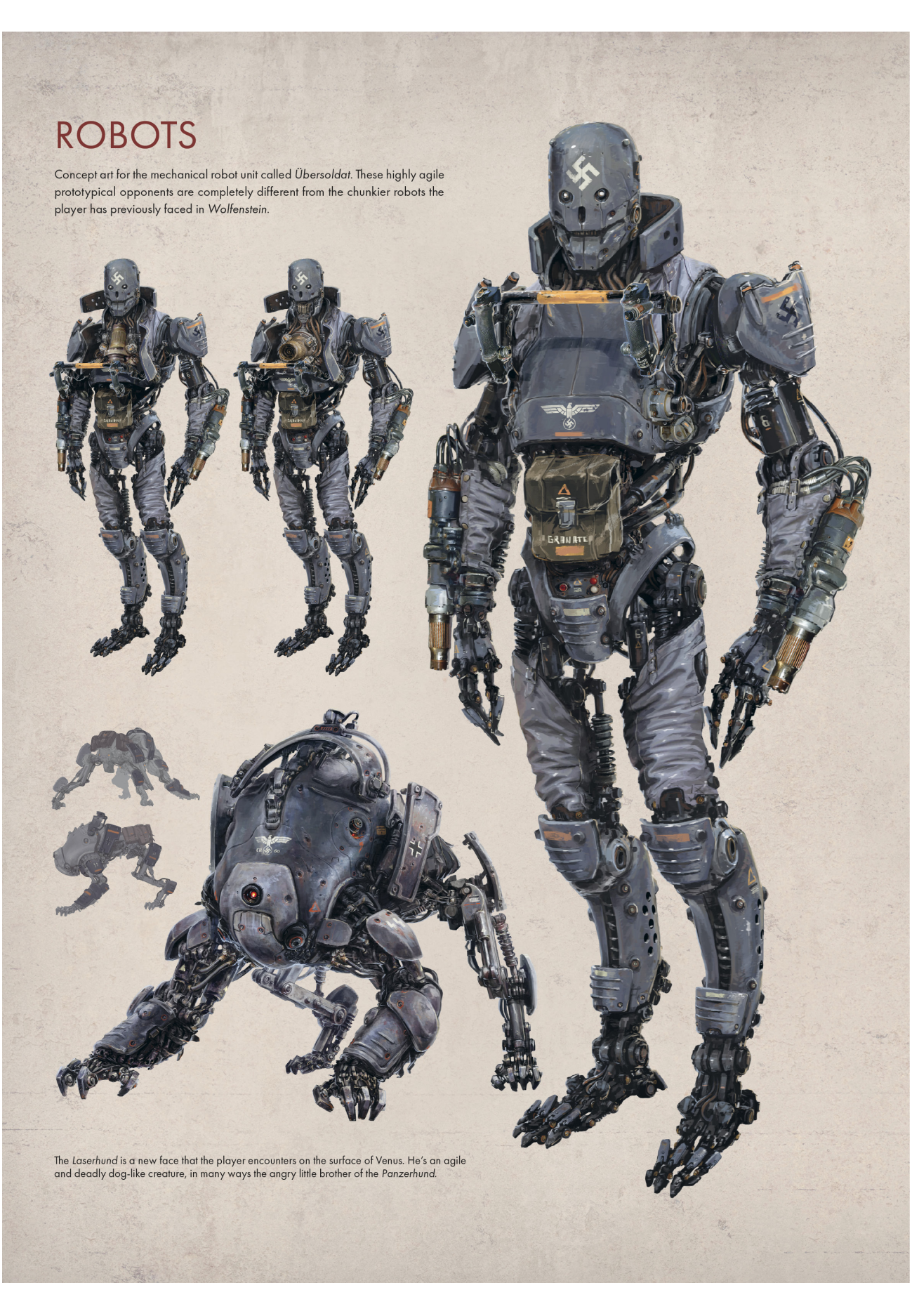
The Elite, which the player encounters in countless skirmishes. The Elite's difficulty scales throughout the game, but he's never easy.

The most common grunt in the game is the Infantry 60—a light-class soldier that proves to be a very potent opponent, especially when presented in greater numbers.



Concept art of the Commander, who plays a more important role in the combat arena than in the previous game. When designing him, we strived to achieve the classic look of an evil Nazi officer, while including a few key retro sci-fi elements.

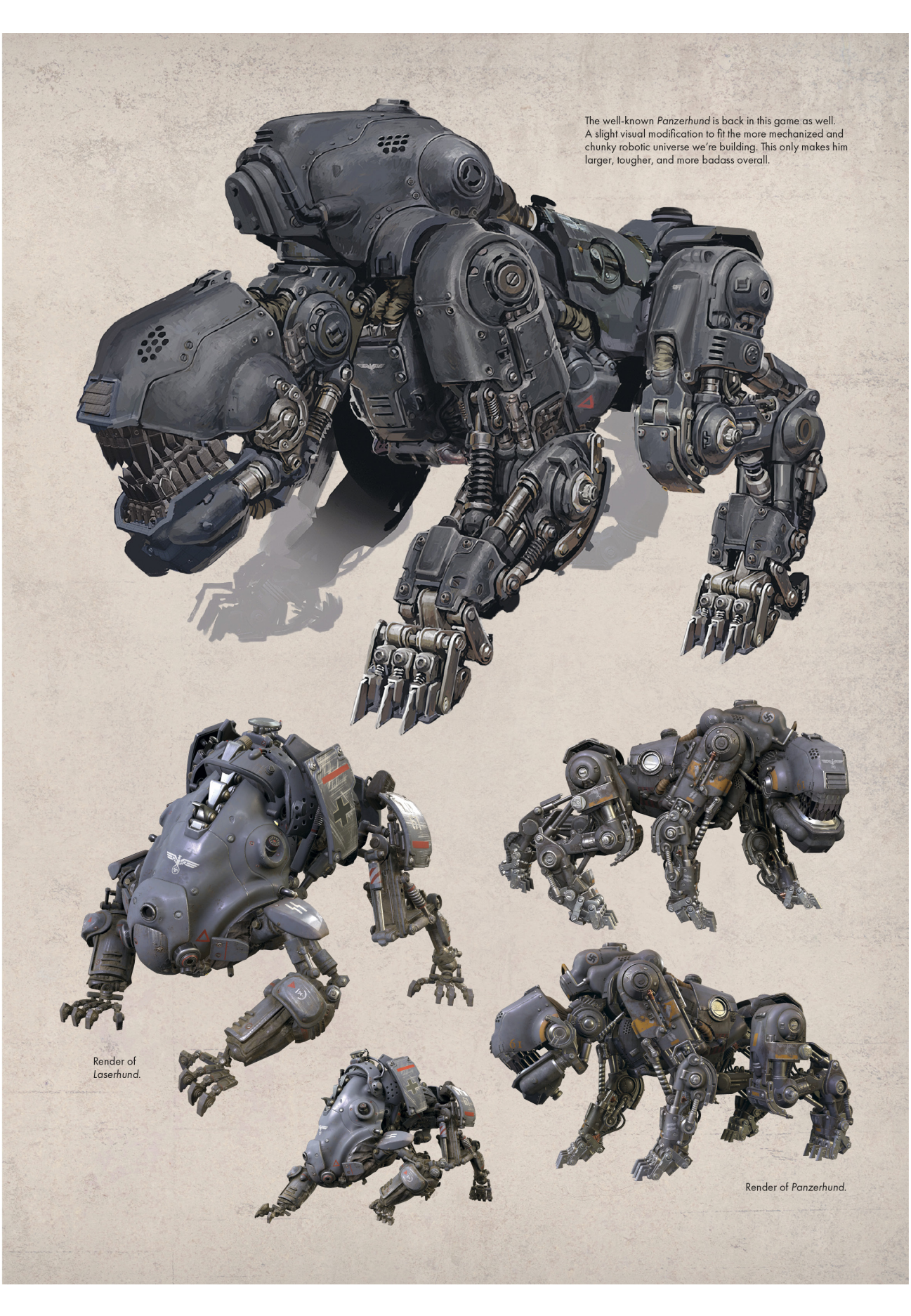
An old friend back to visit from your nightmares—the *Supersoldaten*. We gave him a facelift and beefed him up from the previous game. He also has some new tricks up his sleeve—such as backpack thrust attacks—and wields several very potent heavy weapons. As in the previous game, he is still partly organic and partly mechanical, which means he can go on fighting even when you've blasted off one of his arms.



ROBOTS

Concept art for the mechanical robot unit called *Übersoldat*. These highly agile prototypical opponents are completely different from the chunkier robots the player has previously faced in *Wolfenstein*.

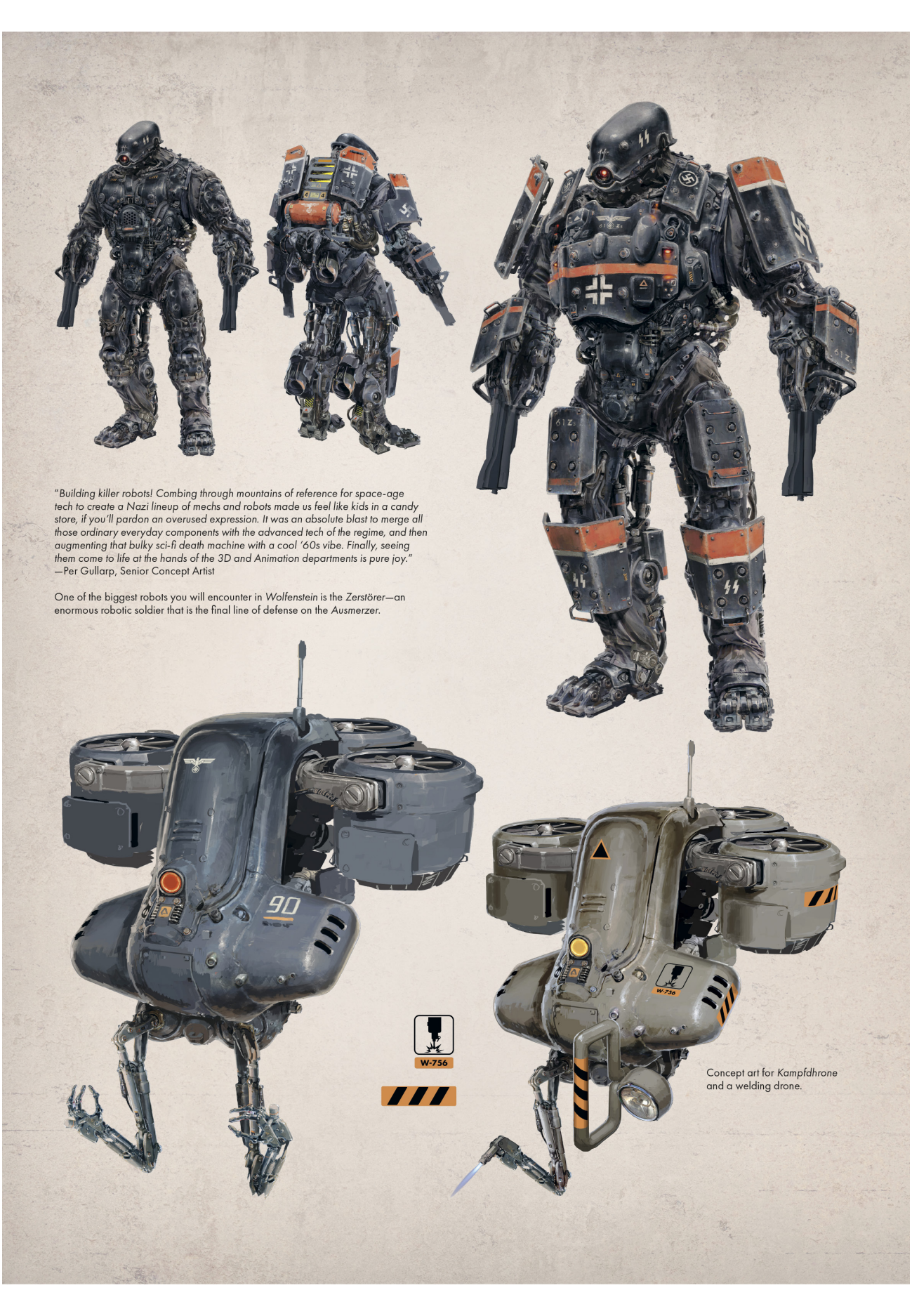
The *Laserhund* is a new face that the player encounters on the surface of Venus. He's an agile and deadly dog-like creature, in many ways the angry little brother of the *Panzerhund*.



The well-known *Panzerhund* is back in this game as well. A slight visual modification to fit the more mechanized and chunky robotic universe we're building. This only makes him larger, tougher, and more badass overall.

Render of *Laserhund*.

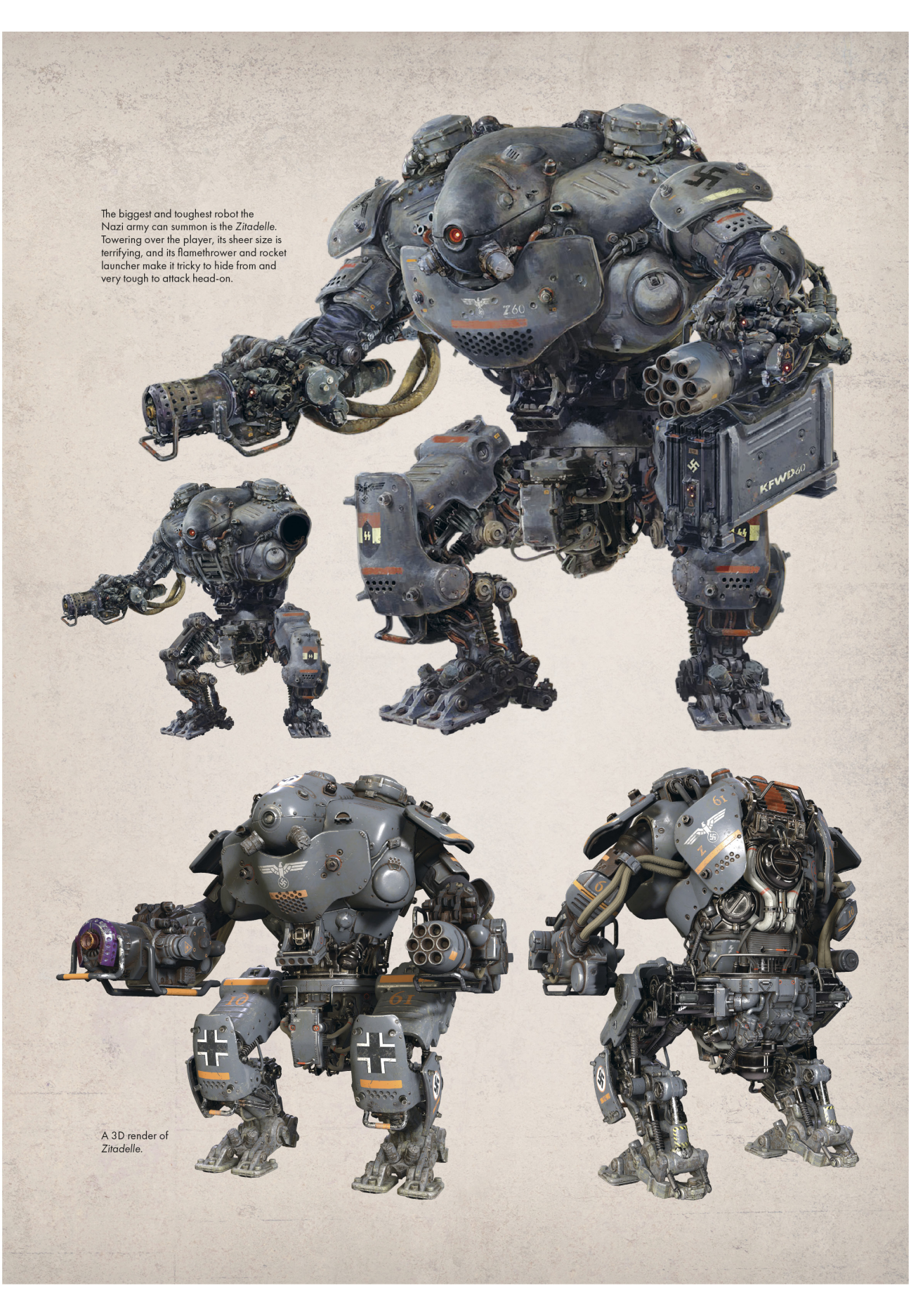
Render of *Panzerhund*.



"Building killer robots! Combing through mountains of reference for space-age tech to create a Nazi lineup of mechs and robots made us feel like kids in a candy store, if you'll pardon an overused expression. It was an absolute blast to merge all those ordinary everyday components with the advanced tech of the regime, and then augmenting that bulky sci-fi death machine with a cool '60s vibe. Finally, seeing them come to life at the hands of the 3D and Animation departments is pure joy."
—Per Gullarp, Senior Concept Artist

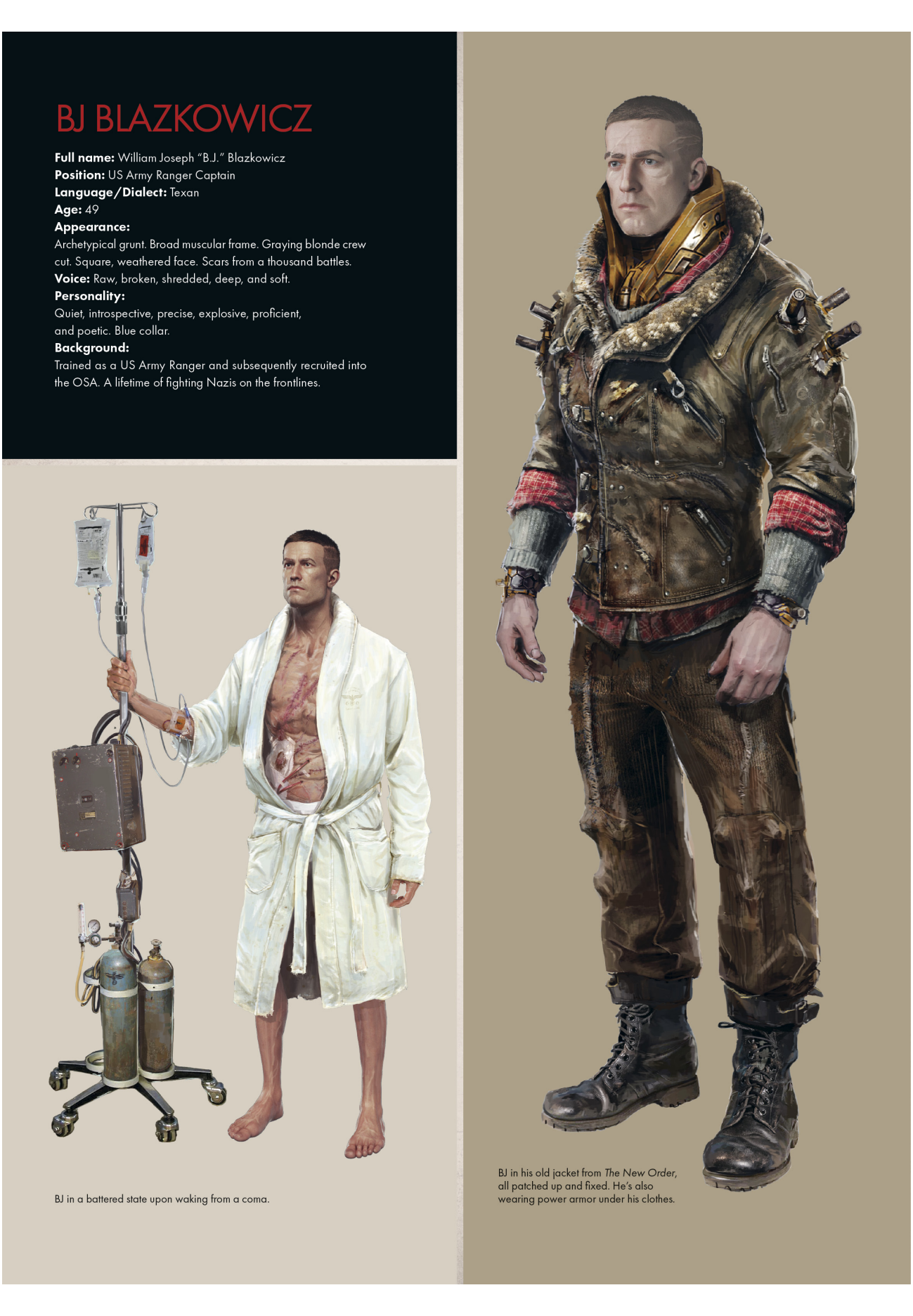
One of the biggest robots you will encounter in *Wolfenstein* is the *Zerstörer*—an enormous robotic soldier that is the final line of defense on the *Ausmerzer*.

Concept art for *Kampfdrohne* and a welding drone.



The biggest and toughest robot the Nazi army can summon is the *Zitadelle*. Towering over the player, its sheer size is terrifying, and its flamethrower and rocket launcher make it tricky to hide from and very tough to attack head-on.

A 3D render of *Zitadelle*.

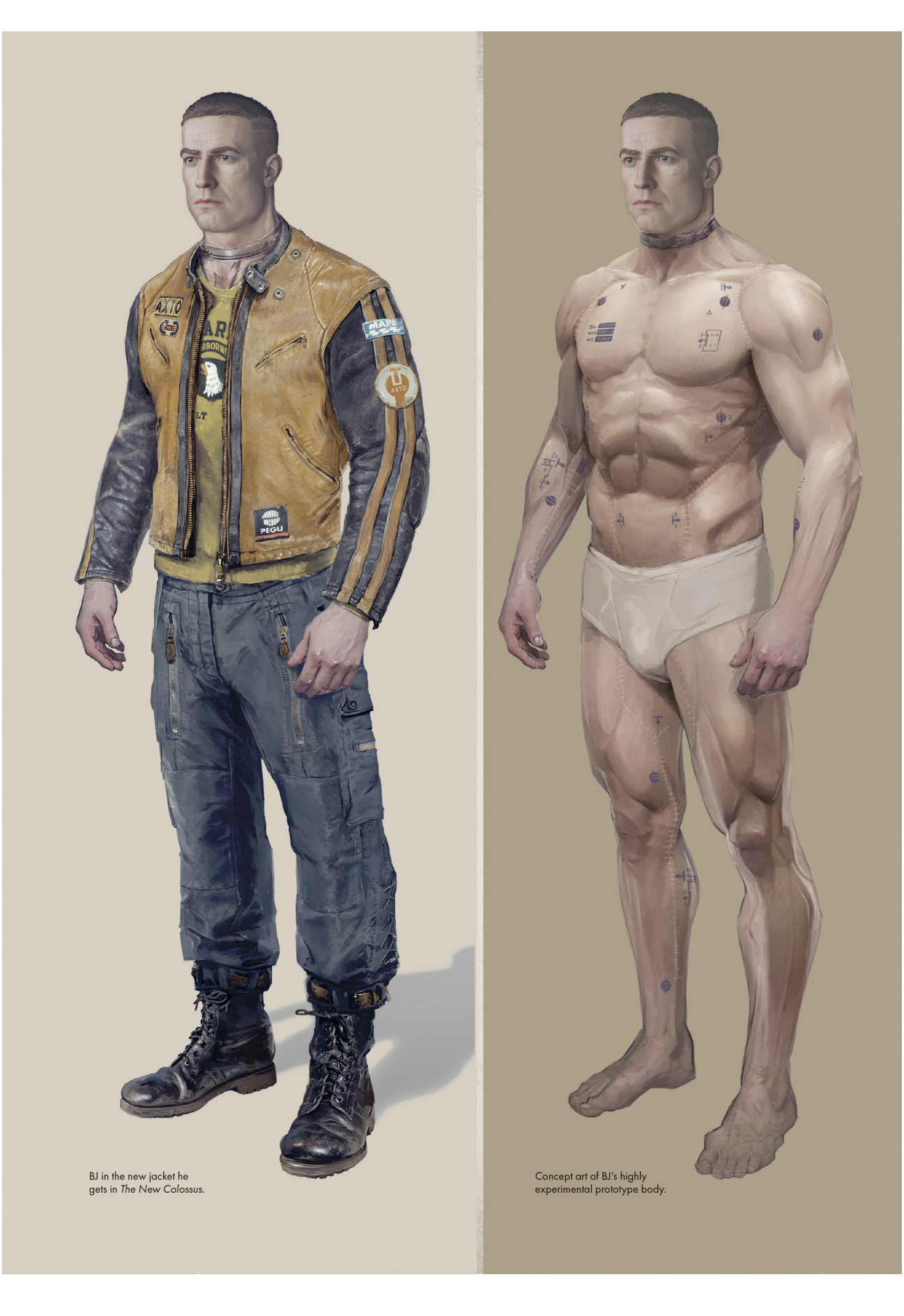


BJ BLAZKOWICZ

Full name: William Joseph "B.J." Blazkowicz
Position: US Army Ranger Captain
Language/Dialect: Texan
Age: 49
Appearance:
Archetypical grunt. Broad muscular frame. Graying blonde crew cut. Square, weathered face. Scars from a thousand battles.
Voice: Raw, broken, shredded, deep, and soft.
Personality:
Quiet, introspective, precise, explosive, proficient, and poetic. Blue collar.
Background:
Trained as a US Army Ranger and subsequently recruited into the OSA. A lifetime of fighting Nazis on the frontlines.

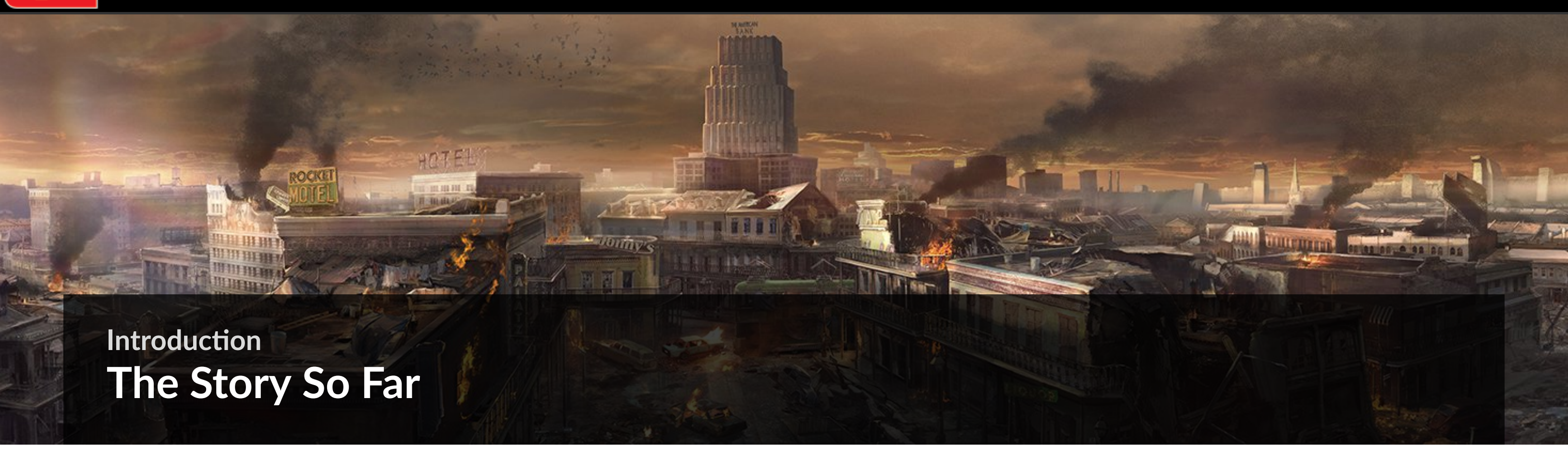
BJ in a battered state upon waking from a coma.

BJ in his old jacket from *The New Order*, all patched up and fixed. He's also wearing power armor under his clothes.

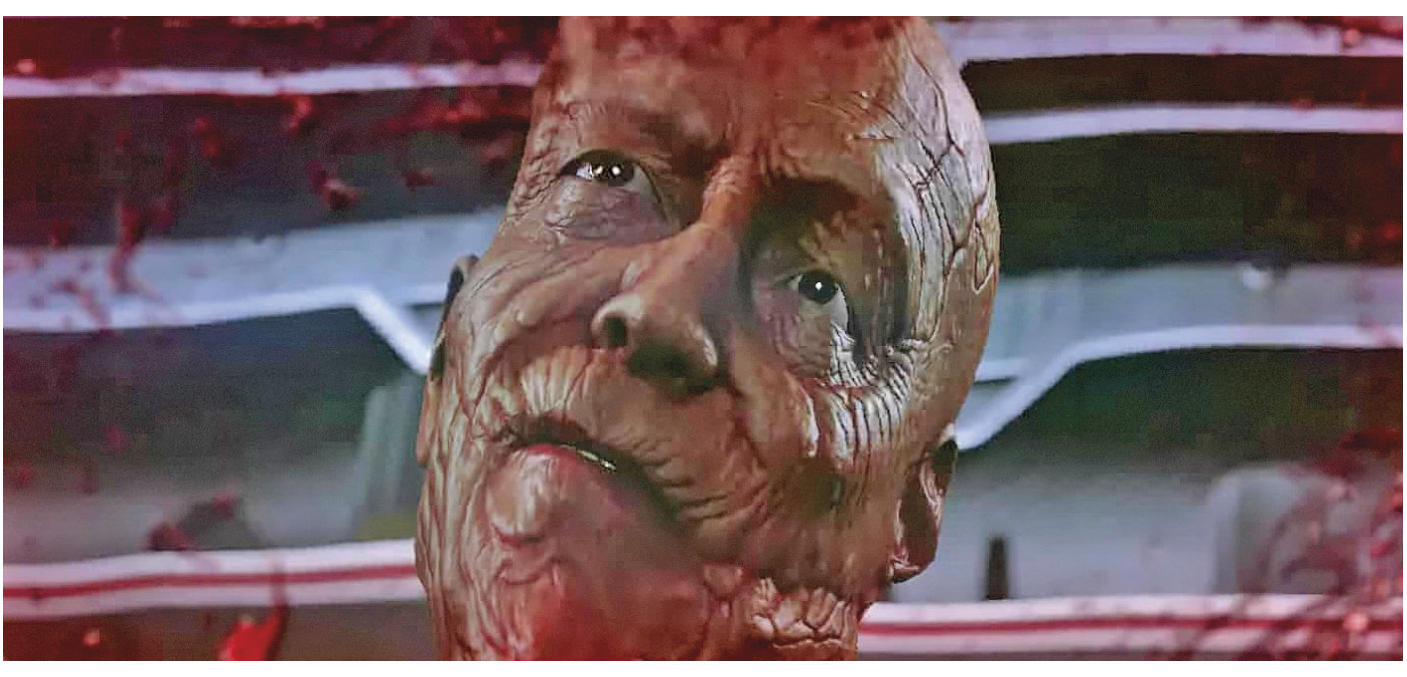


BJ in the new jacket he gets in *The New Colossus*.

Concept art of BJ's highly experimental prototype body.



The Story So Far

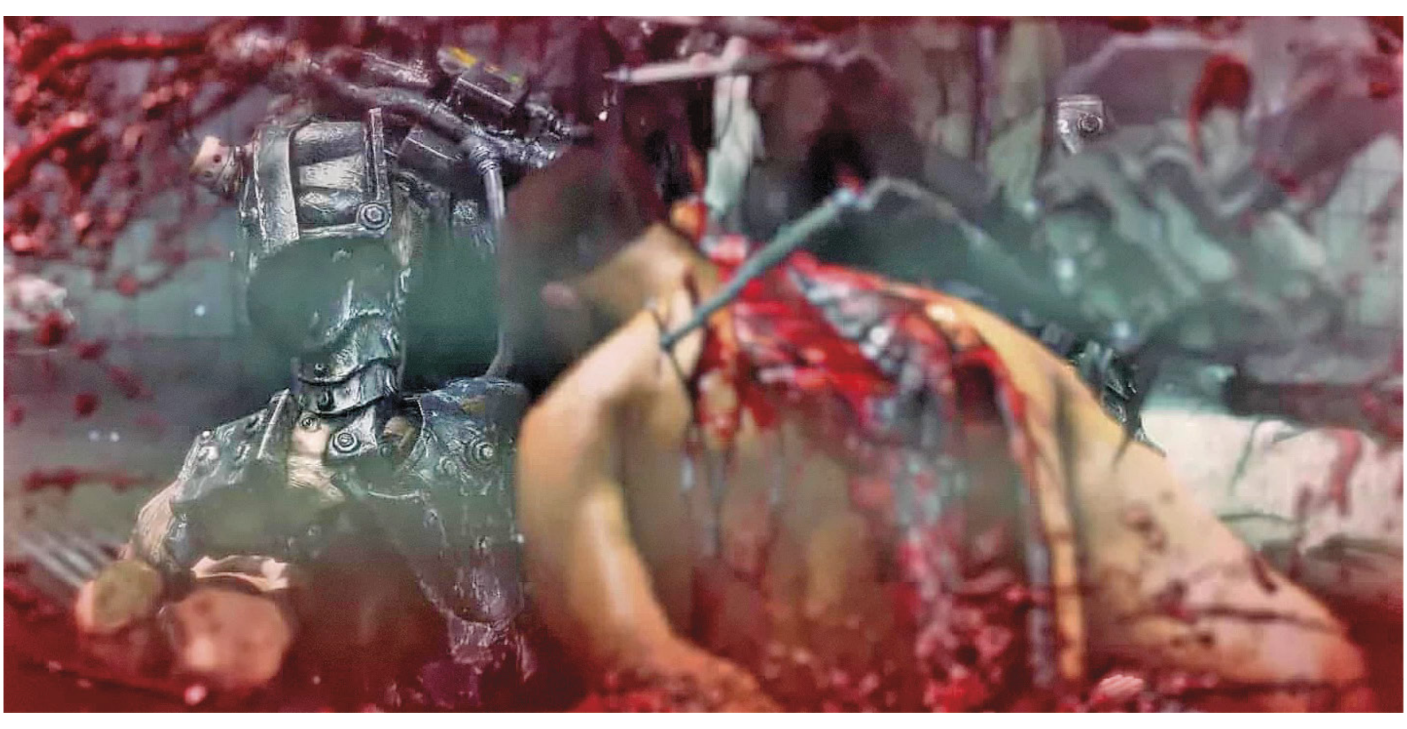


In 1946, the world teetered on the brink of total domination by the Nazi Empire. Stolen Da'at Yichud technology, ancient and mysterious and vastly superior to anything seen in contemporary times, had allowed the Nazis to turn the tide against the Allied forces. The Allies, in their desperation, decided to make one last bid for victory.

OSA Agent William Joseph "B.J." Blazkowicz was dispatched to infiltrate the Third Reich's paranormal division at Castle Wolfenstein. He was tasked with obtaining top-secret documents detailing the location of General Wilhelm "Deathshead" Strasse, the mastermind behind the Nazis' advanced Da'at Yichud weaponry. During the mission, Blazkowicz was captured and tortured, but managed to escape to confront the castle's commander, Helga von Schabbs. After her demise, he successfully collected the documents, enabling the Allied forces to embark on an air raid against Deathshead's fortress. Blazkowicz, along with his friends Fergus Reid and Probst Wyatt, were on the team.

In the midst of the ensuing fight, all three were apprehended and brought before Deathshead himself. Deathshead, a cruel and sadistic genius who conducted human experiments and enjoyed the suffering of his victims, gave Blazkowicz a choice: pick which of his friends would live, or watch them both die. Deathshead left the survivors to the mercy of the lab's incinerator. Though they escaped, Blazkowicz suffered a critical head wound that rendered him comatose.

He awoke 14 years later, in 1960, to a changed world. The Nazis' overwhelming power had forced the United States to surrender. The Nazis had won.



Blazkowicz, unwilling to give up the fight, soon learned that key members of the Kreisau Circle Resistance were imprisoned in Berlin. It was while traveling there by train that he first encountered Frau Irene Engel, Kommandant of a forced-labor camp in Belica. Frau Engel subjected Blazkowicz to a racial-purity test, which he appeared to fail, until she revealed it was a joke and let him go.

In Berlin, Blazkowicz broke into the prison and rescued the friend he'd spared 14 years earlier. The Resistance, inspired by Blazkowicz's return, carried out an attack on a Nazi research center and stole documents that revealed not only details surrounding the technology that helped the Nazis win the war, but also the existence of someone who'd managed to sabotage that technology. Further digging turned up the name Set Roth, a watchmaker imprisoned in Frau Engel's forced-labor camp.

Blazkowicz infiltrated the camp and found Set, who offered to aid the Resistance in return for the camp's destruction. Blazkowicz agreed, but before he could act, the two were captured by Frau Engel, who'd recognized him from the train. After escaping execution, they succeeded in destroying the camp and liberating its prisoners. Frau Engel survived the upheaval, but suffered injuries that left her face horribly disfigured.

With Set's technology in hand, Blazkowicz and the other Resistance fighters launched a desperate assault on Deathshead's fortress. There, Blazkowicz and Deathshead once again came face-to-face. Deathshead revealed that he'd kept the brain taken from Blazkowicz's friend all those years ago, and implanted it inside a robot. After a harrowing battle, Blazkowicz eventually defeated it and put his old friend to rest, but he wasn't done yet. Commandeering another, bigger robot, Deathshead attacked. No sooner did Blazkowicz gain the upper hand and drag his foe from the machine, than Deathshead pulled out a grenade. If he was going down, he would take Blazkowicz with him.

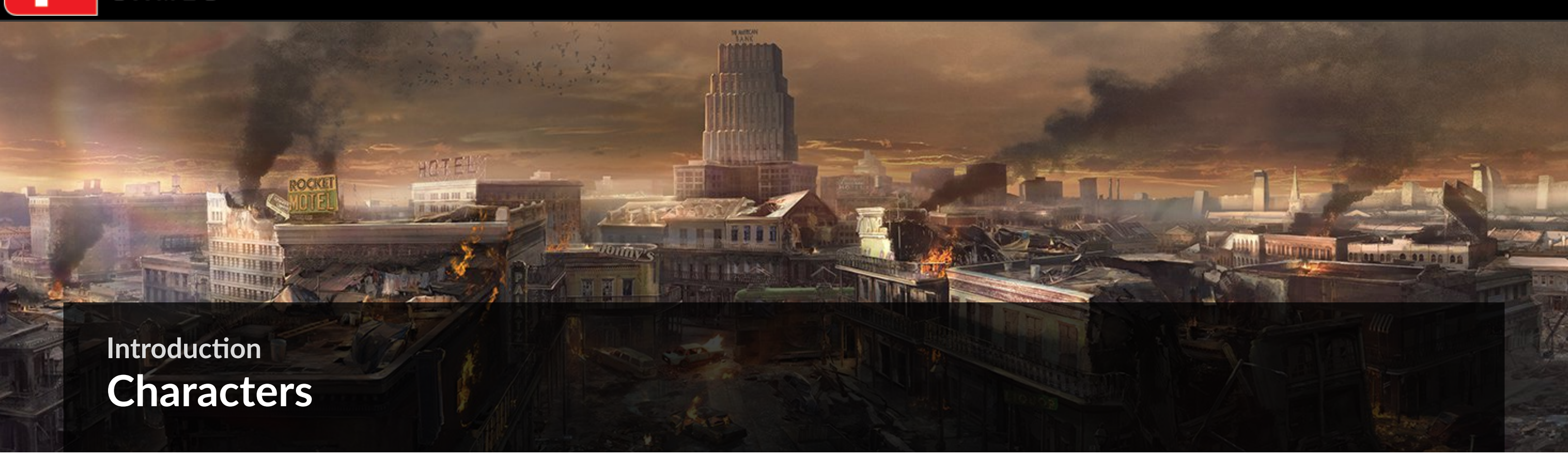
Blazkowicz survived the explosion, but was gravely wounded. Still, he found the strength to issue one final command. Earlier, the Resistance had hijacked the U-boat *Evas Hammer* and obtained codes for its nuclear cannon. Blazkowicz ordered the Resistance to fire the cannon on Deathshead's fortress.

In what he believed were his last moments, the famous lines of the poem *The New Colossus* filled his thoughts:

A mighty woman with a torch, whose flameIs the imprisoned lightning. And her name,Mother of Exiles.

"Give me your tired, your poor,Your huddled masses yearning to breathe free,The wretched refuse of your teeming shore.Send these, the homeless, tempest-tost, to me."

This is where the story picks up…



Characters

WILLIAM JOSEPH “B.J.” BLAZKOWICZ

Nazi Killer
Age: 49

Background: B.J. Blazkowicz was raised by his Polish mother Zofia and American father Rip Blazkowicz on a small farm in Mesquite, Texas. After a troubled childhood, he joined the US military and spent most of his adult years fighting Nazis in World War II.

After a mission gone sideways, B.J. ended up comatose and gravely wounded in a Polish mental hospital. A nurse named Anya Oliwa took a liking to the strange man and cared for him for 14 years. Faced with a Nazi raid on the hospital, B.J. snapped out of his comatose state and began once more to fight the Nazi forces. Together with Anya, he left for Berlin to reunite with the remnants of the Kreisau Circle. Over time, B.J. and Anya became partners in love and war.

During a Kreisau Circle attack on a Nazi stronghold, B.J. was left within an inch of his life, having sustained horrific injuries caused by a hand grenade.

ANYA OLIWA

Nazi Killer, Pregnant
Age: 37

Background: Born to Polish doctors and intellectuals, Anya was forced to abandon her archaeology studies at the start of World War II. Daytime, she worked as a head nurse in her parents’ mental hospital. At night she waged her own covert war against the Nazi occupiers.

Following a harrowing Nazi raid on the hospital in 1960, in which her parents were murdered, she teamed up with her former patient, William Blazkowicz, to find the remnants of the Kreisau Circle and rebuild the Resistance movement. Sparks flew. Now Anya and B.J. are expecting baby twins.

SET ROTH

Scientist, Mystic
Age: 80

Background: A senior member of the ancient mystical society the Da’at Yichud. To the outside world he lived as a watchmaker in Stuttgart, Germany before the war, but secretly he carried on the legacy of the Da’at Yichud by performing advanced research in a variety of scientific fields. He went into hiding for many years when the Nazis won World War II, but was eventually caught and shipped to a labor camp. With the help of B.J. Blazkowicz, Set escaped the Nazis and joined the Kreisau Circle. His research and inventions now power and aid the Resistance.

PROBST WYATT III

Idealist, Psychedelic Explorer
Age: 32

Background: Born in Brookline, Massachusetts, Probst was pursuing a degree in international affairs at Harvard College when he decided to join the war effort. Prompted by his moral conviction and unyielding idealism, Probst talked his way into the army airmen at the tender age of 17. He fought alongside B.J. in the failed Allied attempt to kill Nazi General Deathshead, the mastermind behind the Nazi war machine. In the aftermath, Wyatt was separated from B.J. but joined up with Caroline Becker and the Kreisau Circle to keep the Resistance going.

Reunited in 1960, Wyatt again fights by B.J.’s side.

During your mission to liberate America, you come across a whole cast of characters who aid you, stand in your way, need to be saved, or some combination of the three. The full array of characters is beyond the scope of this book, but read ahead for a glimpse of the friends and foes, some new and some familiar, you can expect to cross paths with.

FERGUS REID

RAF Wing Commander, Magnificent Ct**
Age: 53

Background: Initially trained as an aviation mechanic, the Scottish soldier was promoted to airman because of an alcohol-induced bet.

Fergus is a loyal friend to B.J. Blazkowicz, and they served together in the failed attack on Nazi General Deathshead’s compound. In the aftermath, Fergus was separated from B.J. but continued to fight the Nazis long after the war had ended as a ranking member of the fading Kreisau Circle.

Reunited in 1960, Fergus still fights by B.J.’s side. And the Resistance is still standing.

NORMAN "SUPER SPESH" CALDWELL

Cook, Lawyer, Revolutionary
Age: 39

Background: "Super Spesh" was born Norman Caldwell in Roswell, New Mexico, 1922. He was raised by his father Joe Caldwell—an alien conspiracy theorist and owner of the local landmark Papa Joe's All American Diner. Super Spesh went on to earn his law degree and move to New York. He defended his client Grace Walker in a high-profile murder case. After he proved her innocence, Super Spesh joined Grace’s underground political organization, the Black Revolutionary Front. Super Spesh’s admiration for Grace has only grown over the years, and he is a proud father of their baby daughter Abby.

GRACE WALKER

Leader of the Black Revolutionary Front
Age: 42

Background: Born south of Mississippi, Grace and her family moved to Harlem, New York when she was young. Grace stood out among her siblings as being highly intelligent and got involved in civil rights movements as a teen. After starting the Black Revolutionary Front, Grace was framed by the FBI for a murder she didn’t commit, but with the help of hotshot lawyer Norman “Super Spesh” Caldwell, the case was thrown out. Grace and Super Spesh share a deep bond, which resulted in the birth of their baby girl Abby. These days, Grace leads her forces against the Nazis occupying the United States from her hideout among the bombed-out ruins of New York City.

RIP BLAZKOWICZ

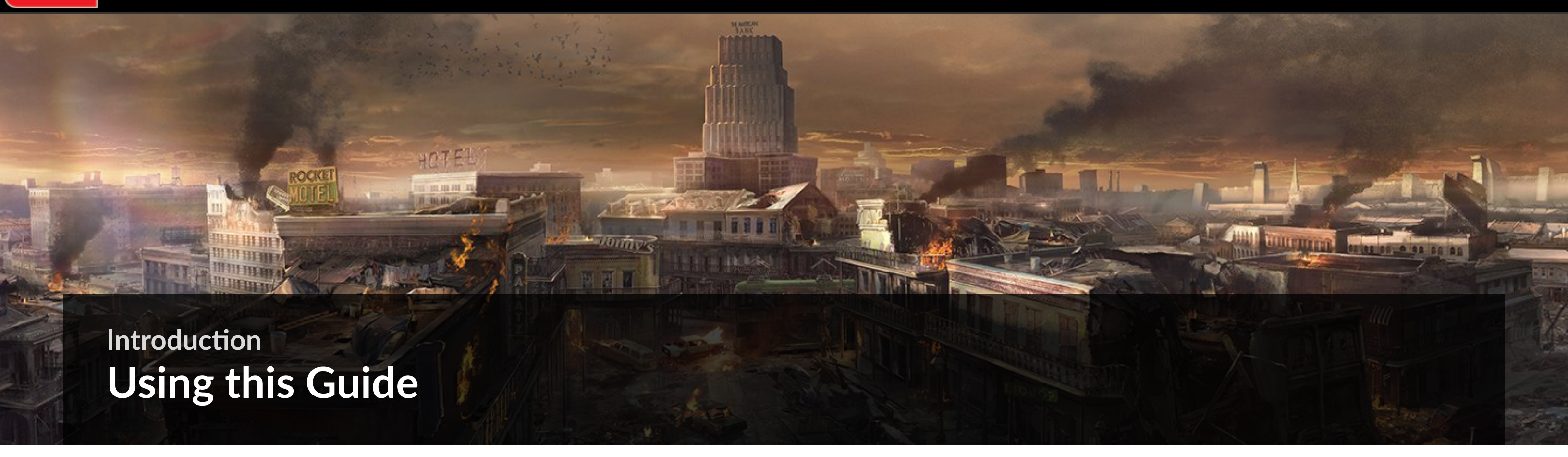
Self-Made Man
Background: Rip Blazkowicz, father to B.J. Blazkowicz, was born and raised in Texas. Rip’s family was poor, and his father had issues with impulse control. As a young man, Rip caught the eye of Zofia, the daughter of a wealthy family recently immigrated from Poland. She fell head over heels. Perhaps the attraction was mutual. Rip married Zofia, and shortly thereafter she bore his only son, William Joseph Blazkowicz. Rip spent the sizable endowment on an overpriced farm and an ill-fated business venture. Things turned sour, and Rip began to view his wife and son with festering resentment.

IRENE ENGEL

SS-Obergruppenführer (Lieutenant General of the SS)
Age: 56

Background: General Irene Engel is a top-ranking officer of the Nazi regime.

As commander of the *Ausmerzer*, her mission is to hunt terrorists, including B.J. Blazkowicz, a.k.a. "Terror-Billy." B.J. is responsible for her disfigurement, which occurred during a prison camp escape in *The New Order*.



Using this Guide

Wolfenstein II
THE NEW COLOSSUS™
COLLECTOR'S EDITION GUIDE

Fighting the Nazis is tough work. By 1961, they control America as the ultimate ruling power. If you plan to join the Resistance and free the population from the tyranny of Hitler and his empire, you need all the resources you can get. This guide aims to help you master the skills required to defeat the quintessential evil.

For the sake of convenience and easy access, we've organized the book into three main parts.

THE BASICS

This section contains all you need to know to begin taking back America from the Nazis. Even if you're a veteran of the *Wolfenstein* series, or first-person shooters in general, spend some time here to pick up on new and unique features included in the game.

Basic Training: Gain an understanding of the game's basic movement and combat mechanics, plus tips for identifying which tactics to use in which situations.

The Armory: Get the rundown on key weapon strengths, weaknesses, and uses, plus the inside scoop on how to spend your weapon upgrades to get the most bang for your buck.

Pickups: Always be on the lookout for these items scattered throughout the Campaign. We break down what to watch for, plus the benefits you get whenever you snag a new item.

The Enemy: We reveal the preferred tactics and weapons, weak points and exploits of every enemy you encounter. Learn how to defeat your foes quickly and efficiently, and how to best defend yourself in each situation. Our strategies are battle-tested and expert-approved!

Perks: Read up on the numerous Perks available in the game, what tasks you must perform to unlock each, the benefits and abilities you receive in return, and which Perks are best suited to which styles of play. Learn to tailor your choices to enhance your playstyle and gain the biggest possible advantage.

THE WALKTHROUGH

The walkthrough makes up the majority of this guide. These eleven chapters are designed to take you step-by-step through each of the game's challenging levels. Detailed maps of all areas reveal each level's layout, removing the fog of war. Watch out for "Objective" markers to keep focused on the task at hand. While most missions can be completed using any of a variety of playstyles, our strategy covers a diverse selection of options—don't be afraid to try something new or outside your usual playstyle. It might work better than expected! Use our tips to become the "Terror-Billy" the Nazis all fear.

And once you've fought your way through the Campaign, continue the fight by engaging in Überkommandant Missions and taking down these big bads.

EXTRAS

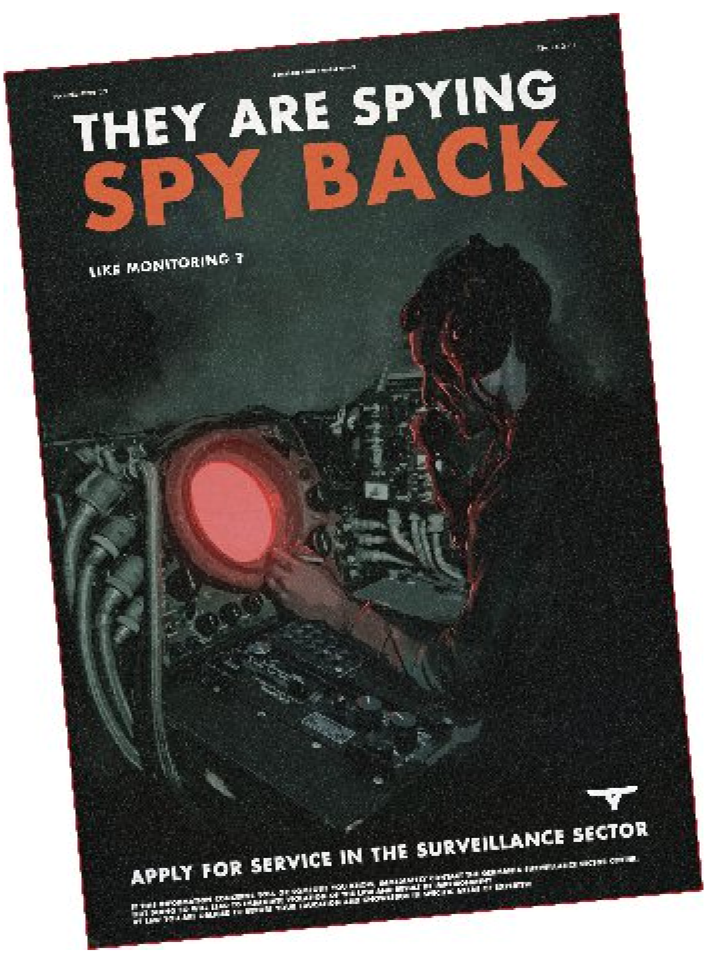
Finding every item and bonus on your first playthrough is a tall order. This last section contains two useful chapters to aid in your search.

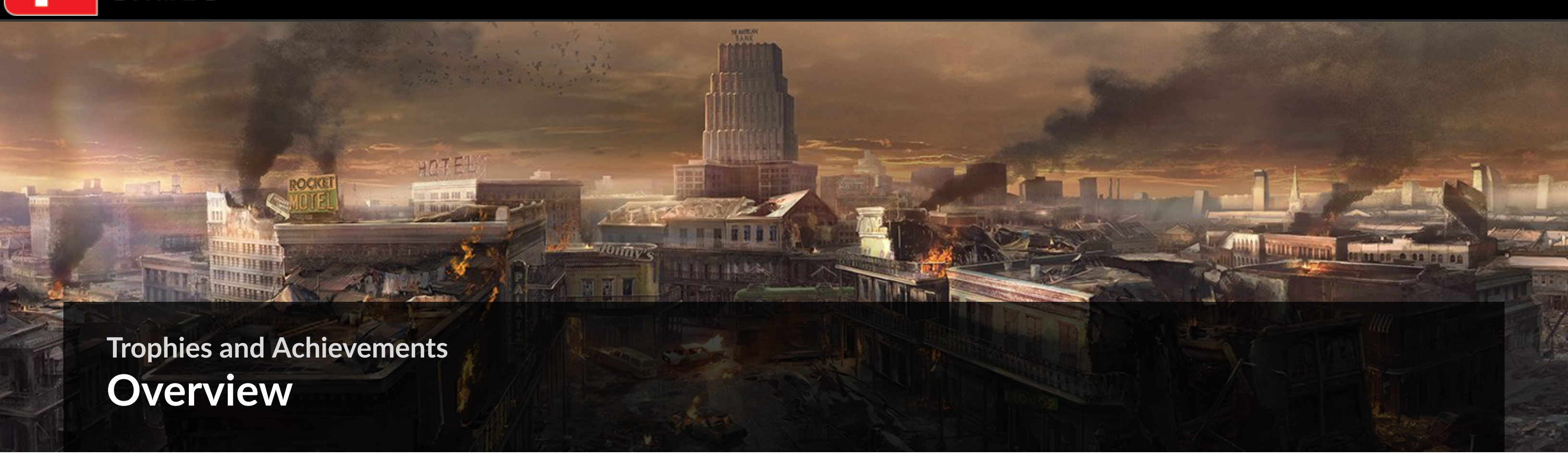
Collectibles: Our maps show the location of every Collectible in the game, and they've all been collected here, into a single chapter, for your convenience, along with screenshots to further aid your search—readables, records, concept art, gold, you name it.

Achievements and Trophies: Get full details on every Achievement and Trophy you can earn when playing the game on the Xbox One and PlayStation 4, respectively. If you're aiming for 100% completion, this section is designed especially for you.

LET THE BATTLE BEGIN

Time to tackle your greatest mission yet. Turn the page to peruse Basic Training, or flip ahead to the walkthrough and jump right into the action. America is waiting to be freed.


THEY ARE SPYING
SPY BACK
LIKE MONITORING ?
APPLY FOR SERVICE IN THE SURVEILLANCE SECTOR



Trophies and Achievements

Overview

CAMPAIGN PROGRESSION

ICON	NAME	DESCRIPTION	GAMERSCORE POINTS	TROPHY POINTS	TROPHY TYPE
	Déjà Vu	Make the choice	10	15	Bronze
	Carrying the Torch	Use the Power Armor	10	15	Bronze
	Enemy Within	Stop the Nazi signal from Section F	10	15	Bronze
	Amazing Grace	Recruit Grace's group	10	15	Bronze
	It's Fricking Space Aliens!	Find Area 52	10	15	Bronze
	R.I.P.	Kill dad	10	15	Bronze
	All the Gains!	Get a new body	10	15	Bronze
	Sermons and Moonshine	Recruit Horton's group	10	15	Bronze
	Venus	Travel to outer space	10	15	Bronze
	The Ausmerzer	Capture the *Ausmerzer*	10	15	Bronze

COLLECTIBLES

ICON	NAME	DESCRIPTION	GAMERSCORE POINTS	TROPHY POINTS	TROPHY TYPE
	Starting a Collection	Find at least one of each Collectible	10	15	Bronze
	Toy Collector	Find all of Max's toys	25	15	Bronze
	Audiophile	Find all records	25	30	Silver
	Golden Boy	Find all gold	25	15	Bronze
	Terror-Billy	Find all Death Cards	25	15	Bronze
	Meet the Cast	Find all Collectible cards	25	15	Bronze
	Art Aficionado	Find all concepts	25	90	Gold
	Tinkerer	Upgrade a weapon	10	90	Gold
	Specialist	Fully upgrade a weapon	20	90	Gold
	Gun Nut	Fully upgrade all weapons	40	90	Gold

PLAYER SKILL

ICON	NAME	DESCRIPTION	GAMERSCORE POINTS	TROPHY POINTS	TROPHY TYPE
	Revolution	Beat the game	50	15	Bronze
	Bring 'Em On!	Beat the game on "Bring 'Em On!"	10	15	Bronze
	Do or Die!	Beat the game on "Do or Die!"	10	30	Silver
	Call Me Terror-Billy!	Beat the game on "Call Me Terror-Billy!"	10	15	Bronze
	I Am Death Incarnate!	Beat the game on "I Am Death Incarnate!"	20	15	Bronze
	Mein Leben	Beat the game on "Mein *Leben*"	30	30	Silver

PERKS

ICON	NAME	DESCRIPTION	GAMERSCORE POINTS	TROPHY POINTS	TROPHY TYPE
	Max a Perk	Max a Perk	25	15	Bronze
	Max All Perks	Max all Perks	50	15	Bronze

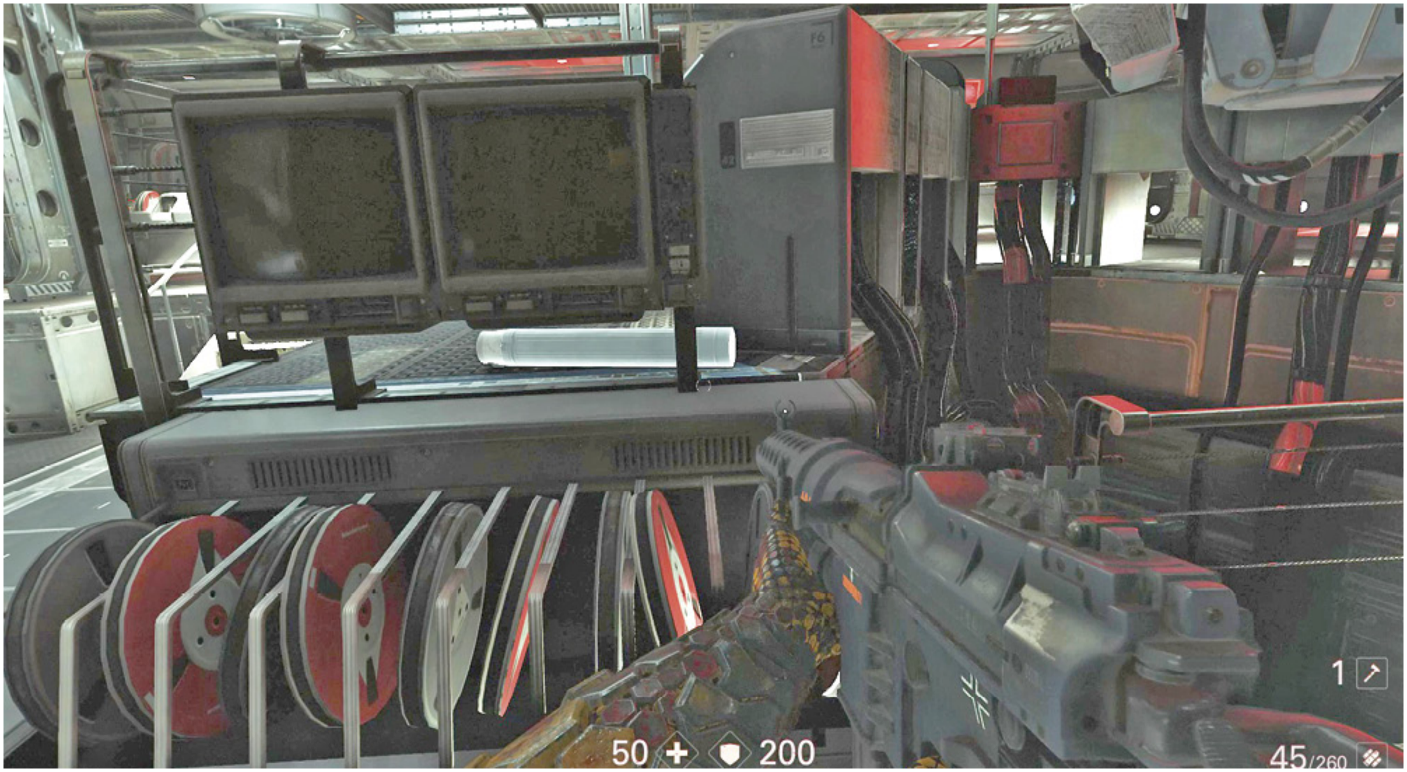
MISCELLANEOUS

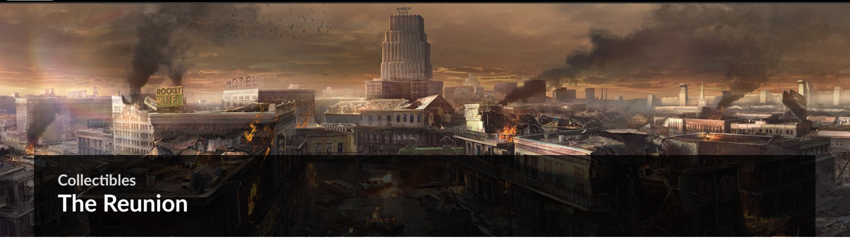
ICON	NAME	DESCRIPTION	GAMERSCORE POINTS	TROPHY POINTS	TROPHY TYPE
	Bullrush	Ram Shackles-tackle a charging SuperSoldat	15	15	Bronze
	Snake Bite	Perform a Constrictor Harness takedown	15	15	Bronze
	The Sky Is the Limit	Perform a Battle Walkers takedown	15	15	Bronze
	Kick It	Kick Hitler in the aerostat audition	10	15	Bronze
	They Did Nazi That Coming	Kill 10 enemies in a row in stealth	20	15	Bronze
	Hard Headed	Collect 1000 helmets	20	15	Bronze
	I'm Machine Enough	Beat the ride without killing anyone with the Panzerhund (Normal+ difficulty)	25	15	Bronze
	Coming Back for More	Visit every district	20	15	Bronze
	Across the Board	Complete the killboard	50	15	Bronze
	Complete Package	Acquire all contraptions and contraption upgrades	30	15	Bronze
	Plus Package	Upgrade a contraption	20	30	
	Make a Point	Achieve the highest score in the shooting range	30	15	Bronze
	First Loser	Achieve the second-best time in the killhouse	30	15	Bronze
	Crippled but Able	Perform a takedown while in the wheelchair	5	30	Silver
	Hail Mary	Throw a hatchet and kill an enemy from afar	10	30	Silver
	Sightseeing	Visit a district	10	15	Bronze
	Puzzler	Decipher an Überkommandant's locations using the Enigma Machine	20	15	Bronze
	Retro	Play Wolfstone 3D	10	15	Bronze
	Taste of Your Own Medicine	Destroy a Zerstörer with an Übergewehr	20	30	Silver
	Ghost	Finish a district without triggering any alarm	30	15	Bronze
	Keep Playing	Wait until after credits and the game to resume	10	15	Bronze
	Side Tracked	Complete all side *missions*	50	15	Bronze

Collectibles

Overview

As you fight your way through the Campaign to defeat the Nazis, always be on the lookout for extra interesting items. You can find a number of Collectibles scattered throughout the levels. For the most part, these serve to fill out the story of the world you're striving to save. Some may serve an additional purpose, while others are simply there to be collected. This chapter provides a full listing, plus locations, broken down by Campaign chapter. If you're aiming for 100% completion, you've come to the right place.





Collectibles

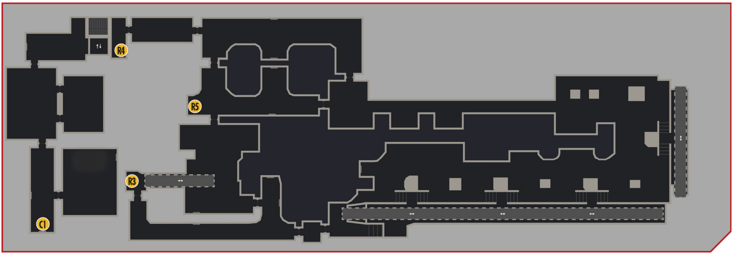
The Reunion

AWAKENING

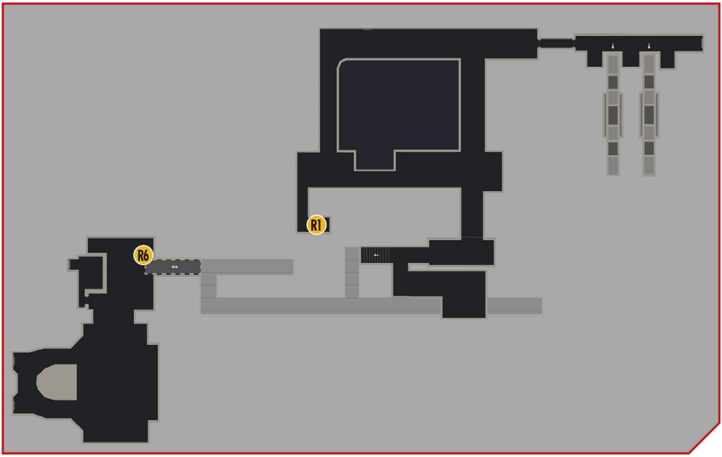
This is where gameplay begins, on the captured Nazi U-boat, *Evas Hammer*.

➤ MAP LEGEND KEY FOR COLLECTIBLES

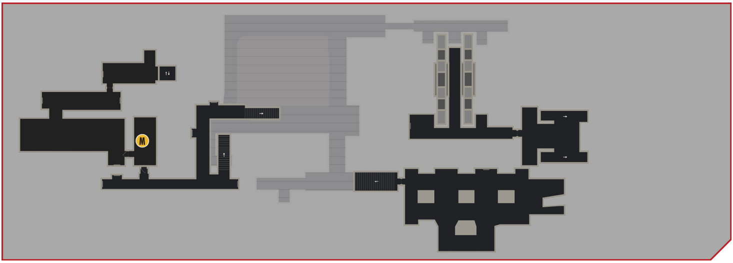
C	Concepts
G	Gold
M	Map
R	Readable
S	Star Card
T	Max’s Toy
U	Upgrade Kit
V	vinyl Record



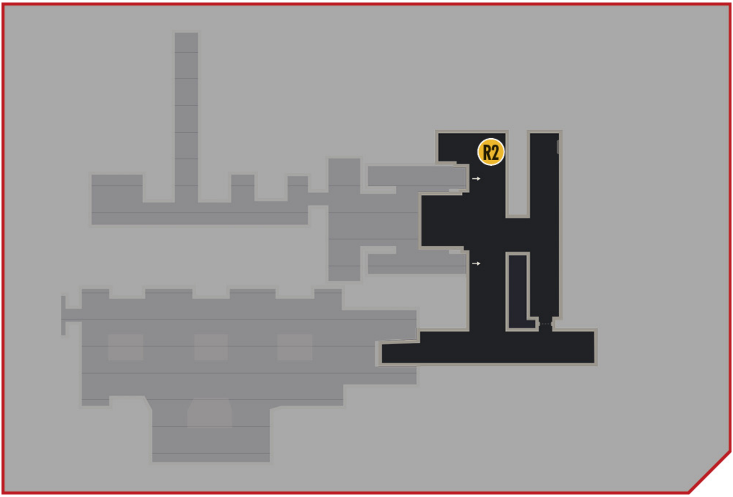
➤ *Ground Floor*



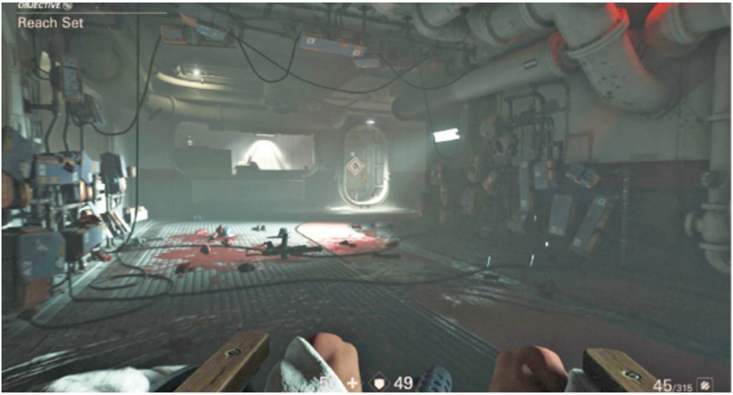
➤ *2nd Floor*



➤ *3rd Floor*

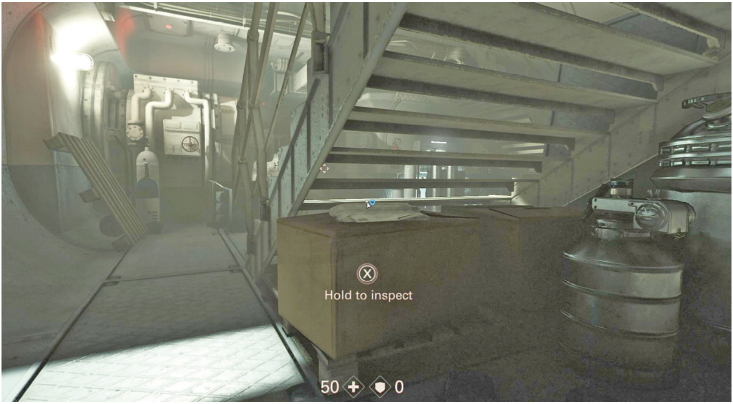


➤ *4th Floor*


OBJECTIVE
Reach Set
49
45/315

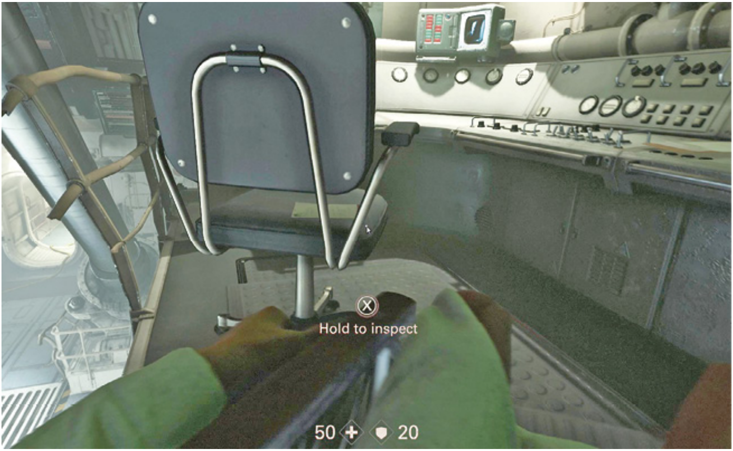
Map

Set gives this to you when you first meet up with him.


Hold to inspect
50
0

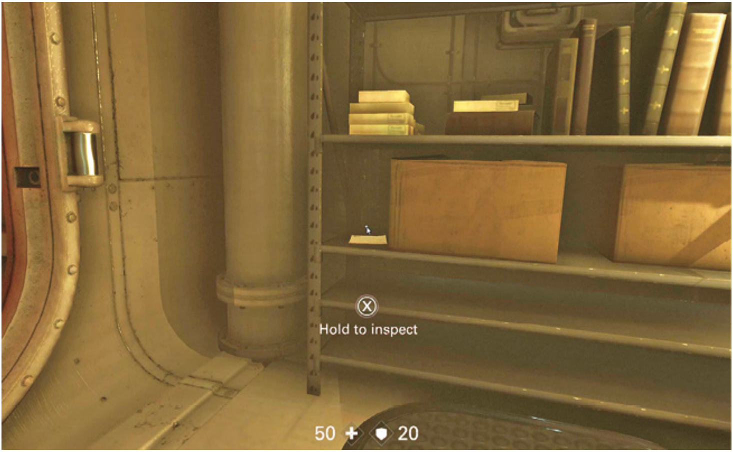
R1: “World Condemns Murder of General Strasse”

Newspaper: Second floor, behind some stairs.


Hold to inspect
50
20

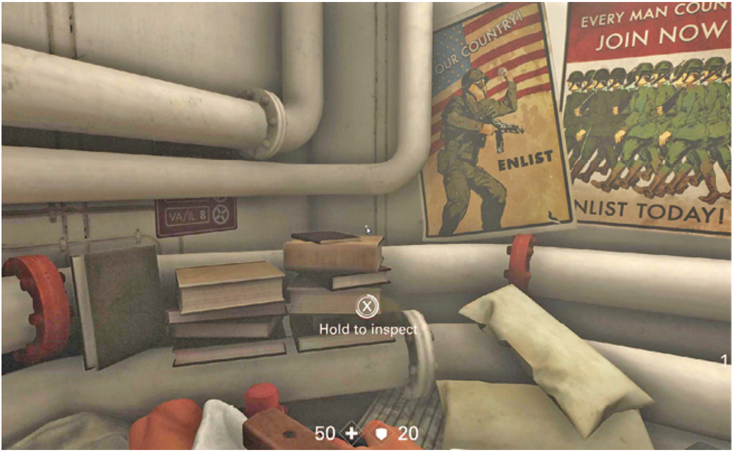
R2: Soldat Oskar’s Note

Note: Fourth floor, on a chair next to a control panel.


Hold to inspect
50
20

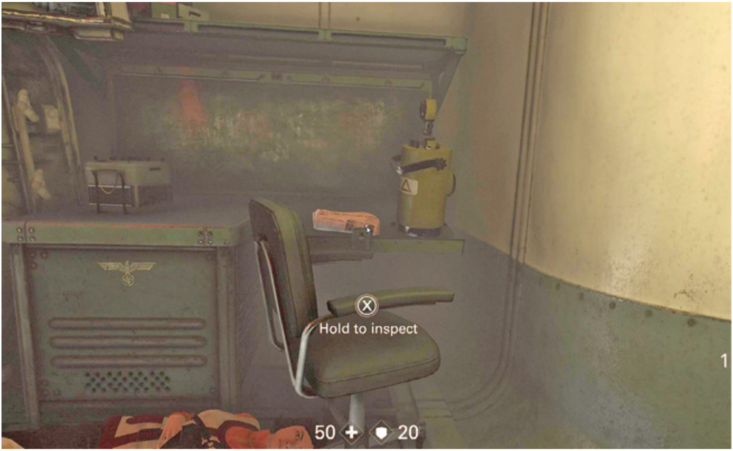
R3: Kommandant Fischer’s Note

Note: Ground floor, in a supply closet.


OUR COUNTRY!
ENLIST
EVERY MAN COUN
JOIN NOW
NLIST TODAY!
VA/IL 8
Hold to inspect
50
20

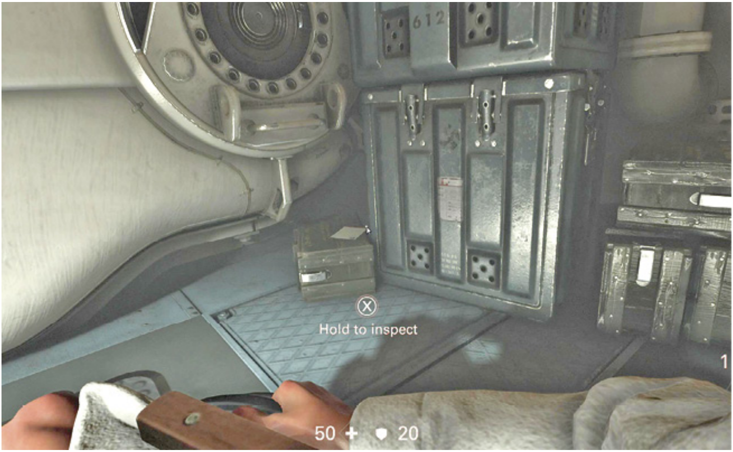
R4: Kreisau Rebel M’s Journal

Journal: Ground floor, in a small alcove.


Hold to inspect
1
50
20

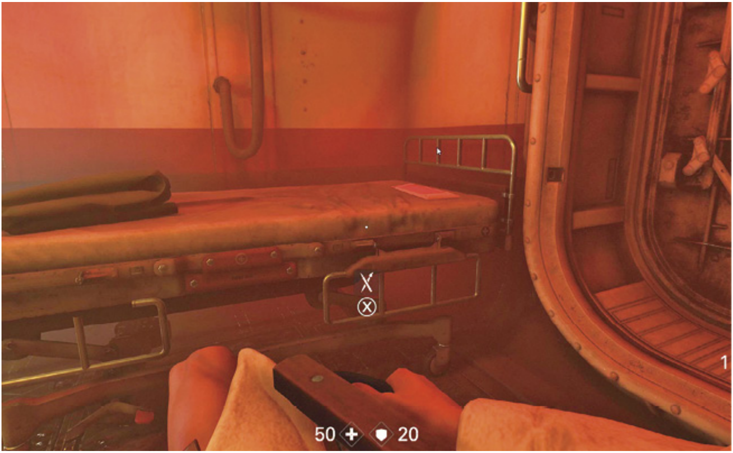
R5: “American Territories Prosper Under New Regime”

Newspaper: Ground floor, on a workbench near a trap switch.


612
Hold to inspect
1
50
20

R6: Kommandant Helmut’s Note

Note: Second floor, near the conveyor belt.

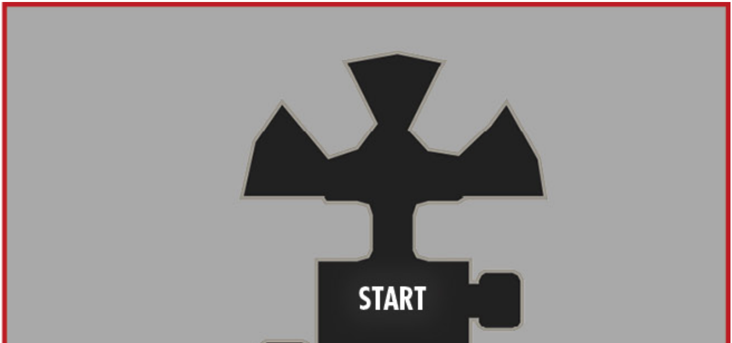


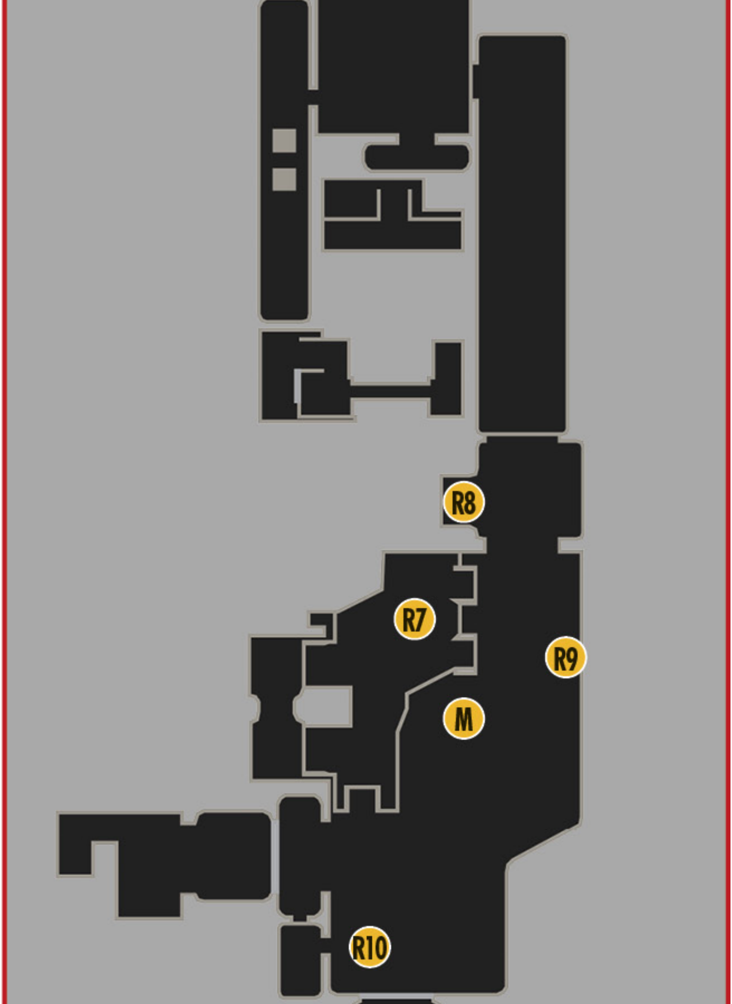
C1: Farmhouse and *Evas Hammer* Sickbay

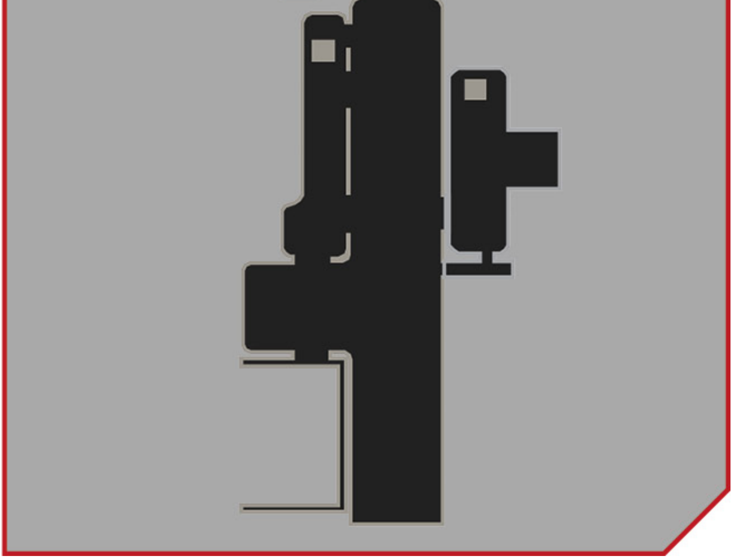
Ground floor, on a gurney in the sickbay, near where you begin the level.

UNDER SIEGE

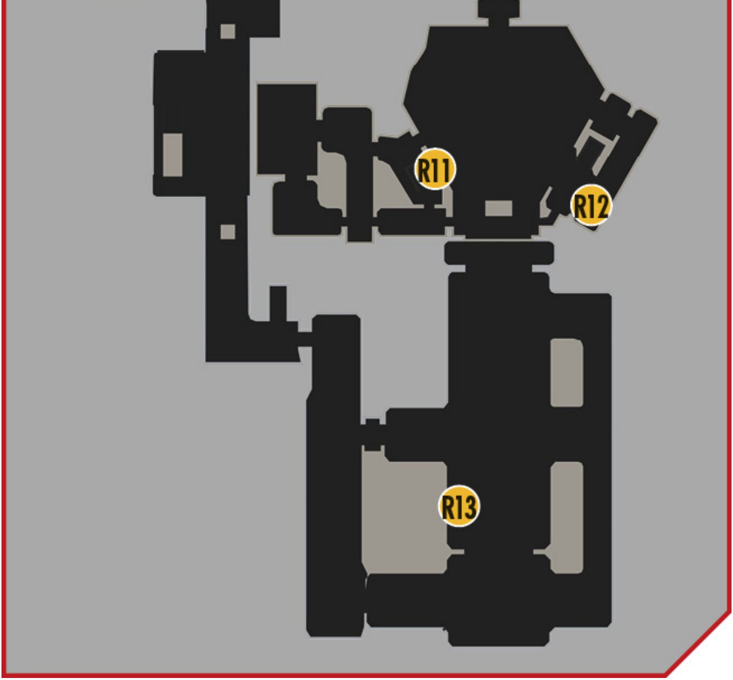
Look for these collectibles the first time you visit the *Ausmerzer*.



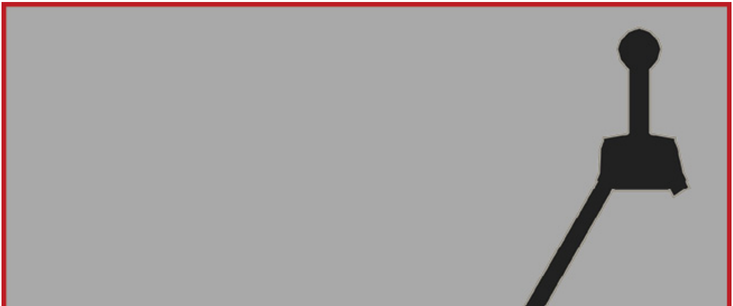

R8
R7
R9
M
R10

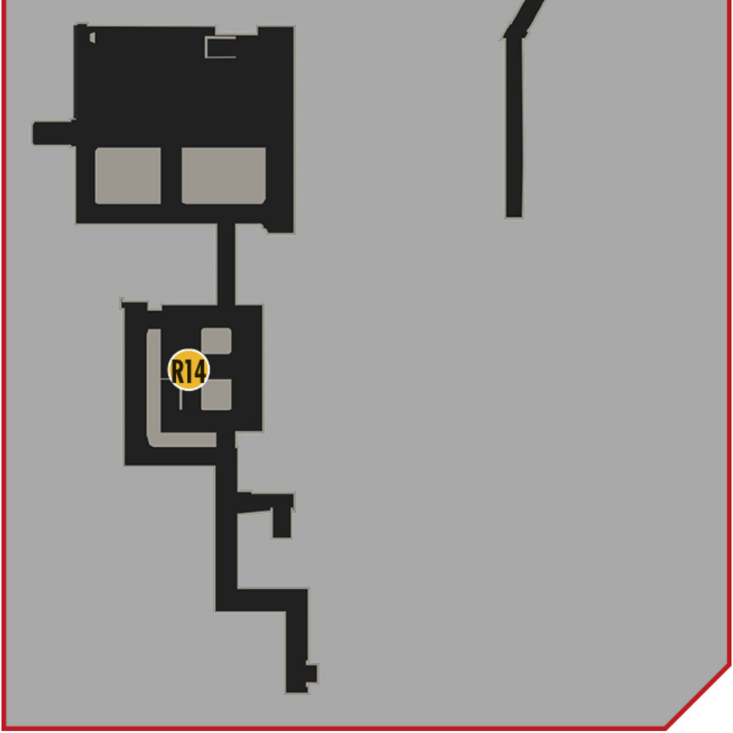


➤ *Level 0*

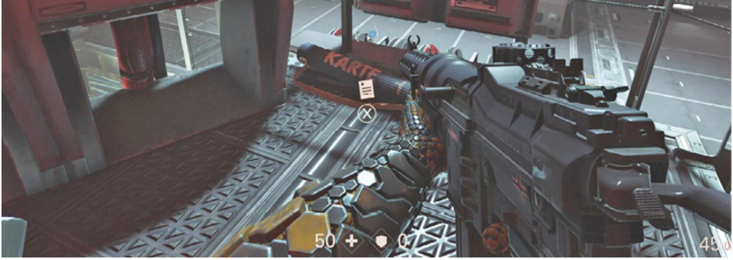


➤ *Basement Level 2*



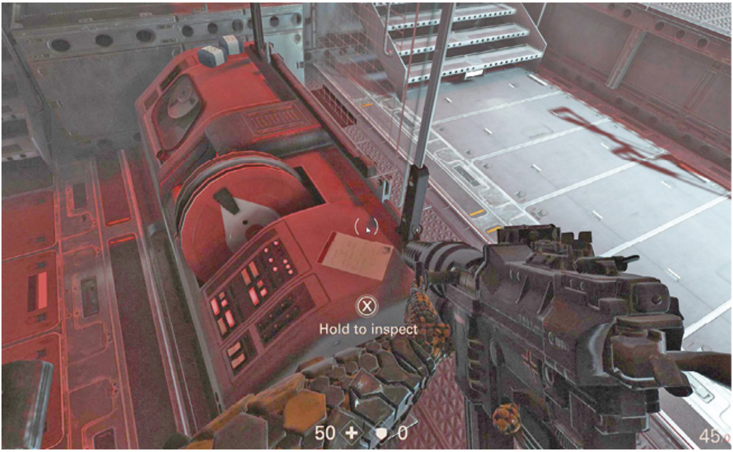


➤ *Basement Level 3*


KARTE
50
0
45

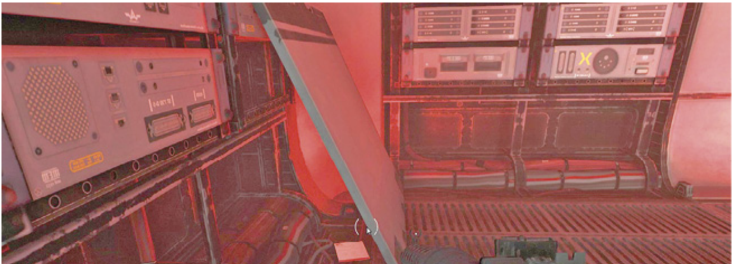
Map

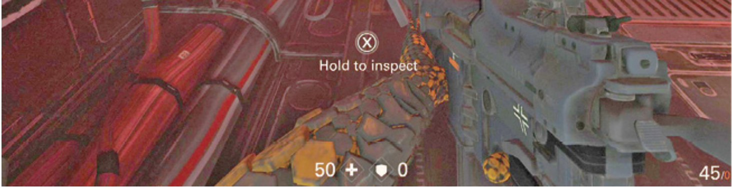
Ground floor, in the ODIN control room.


Hold to inspect
50
0
45

R7: Maintenance Worker's Note

Note: Ground floor, on top of a console in the ODIN control room.

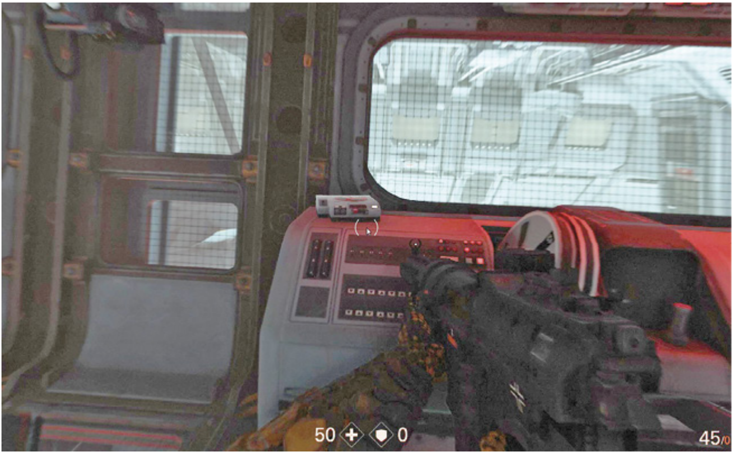




Hold to inspect
50
0
45/0

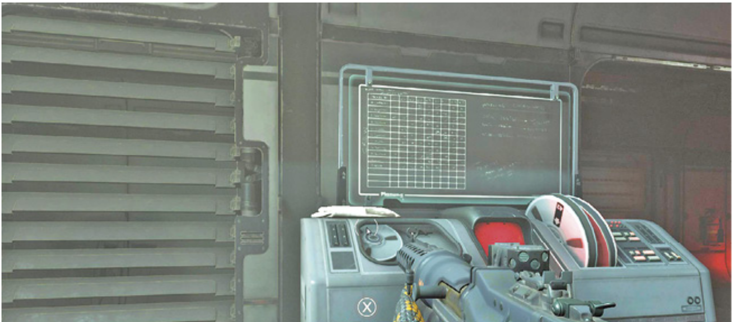
R8: Maintenance Worker's Note

Note: Ground floor, hidden behind a panel just outside the ODIN control room.



R9: Anselm Decker's E-Post

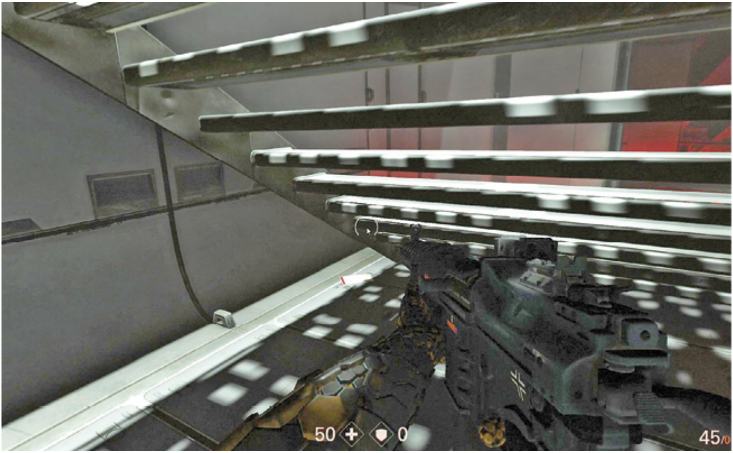
E-post: Ground floor, on a console in the ODIN control room, contained on a reel of magnetic tape.



Hold to inspect
50
0
45/0

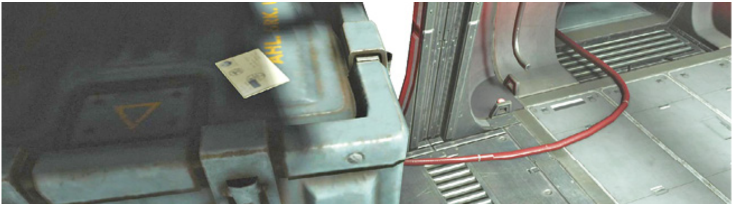
R10: “Toymaker Opens Store in Roswell”

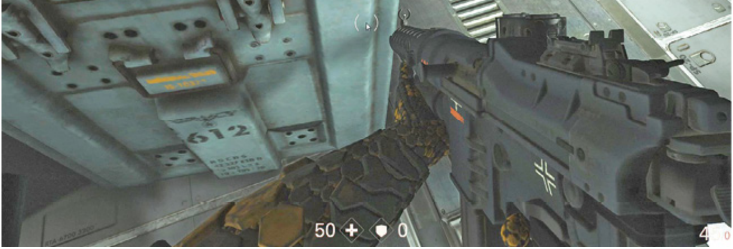
Newspaper: Ground floor, in the ODIN control room.



R11: Unknown Nazi Server Technician’s Note

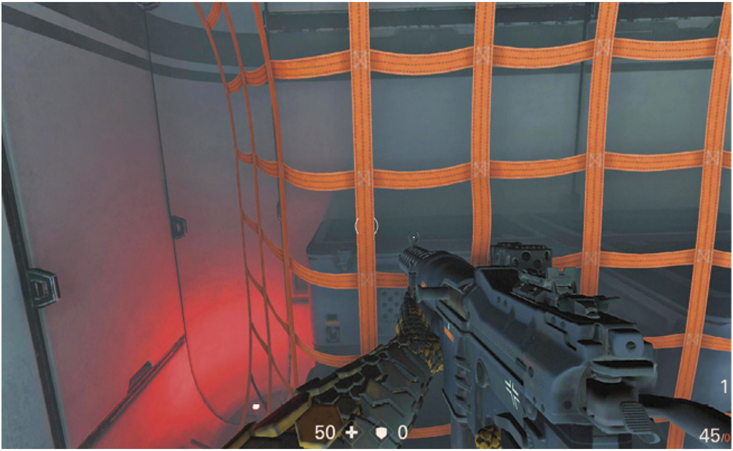
Note: Basement Level 2, behind some stairs





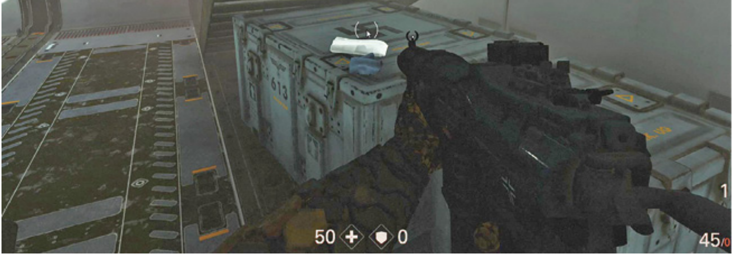
R12: Soldat Arnfried’s Letter

Letter: Basement Level 2, on top of a crate.



R13: General Engel’s E-Post

E-post: Basement Level 2, behind some webbing in the cargo hold.

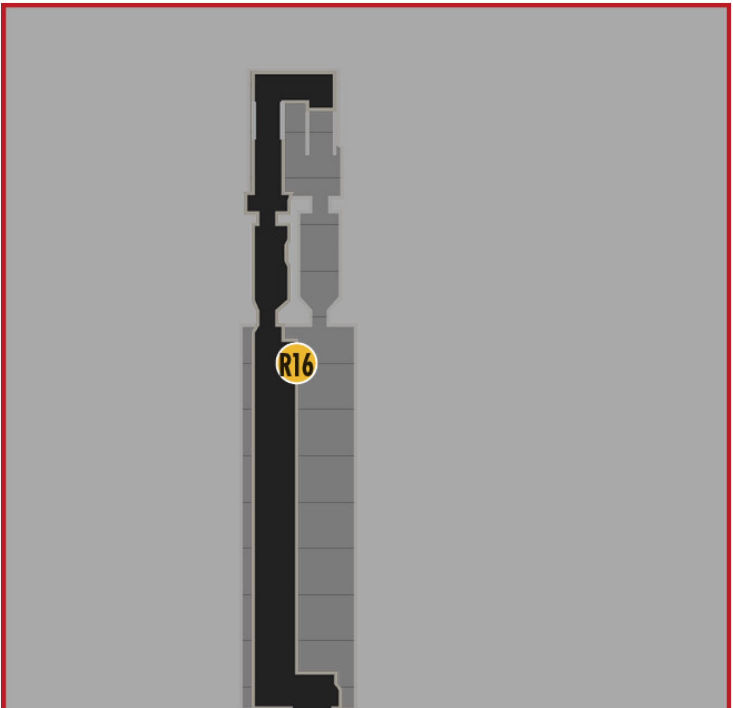


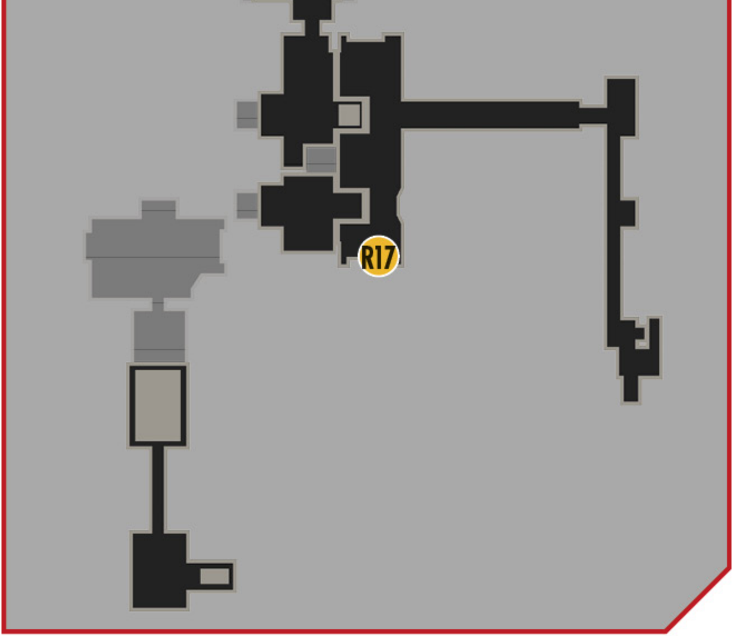
R14: “Irene Engel Appointed General by Our Beloved Führer”

Newspaper: Basement Level 3, under some stairs in the outer deck area.

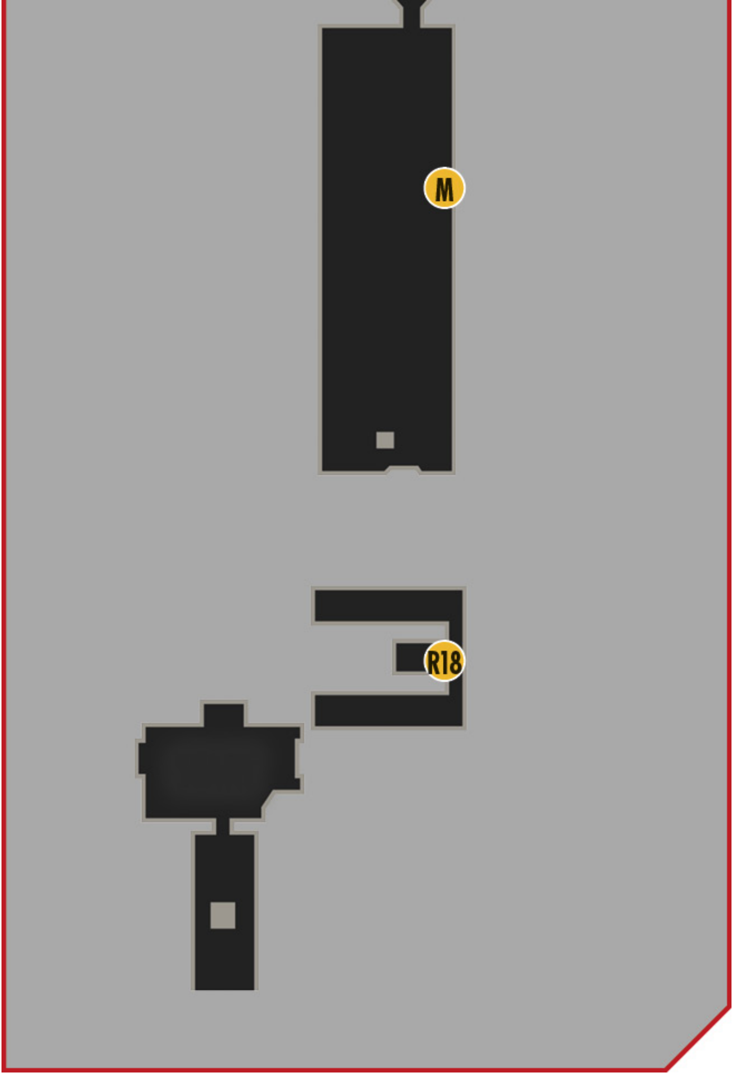
THE SIGNAL

Find these Collectibles down in Section F of *Evas Hammer*.

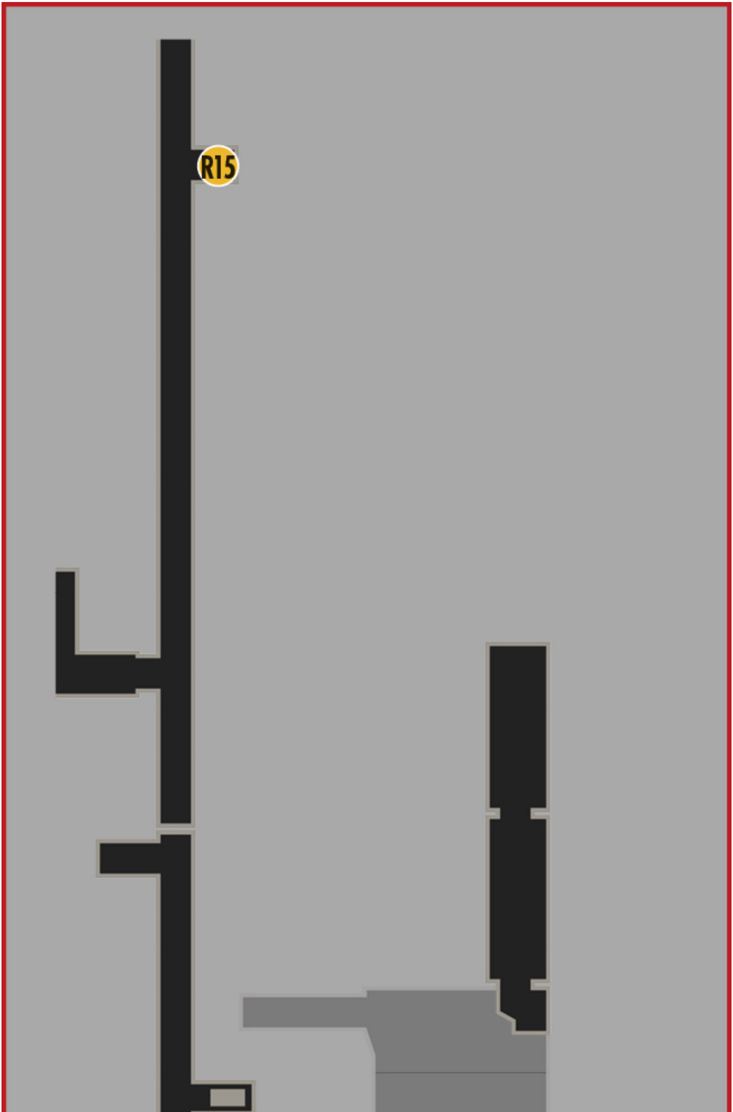




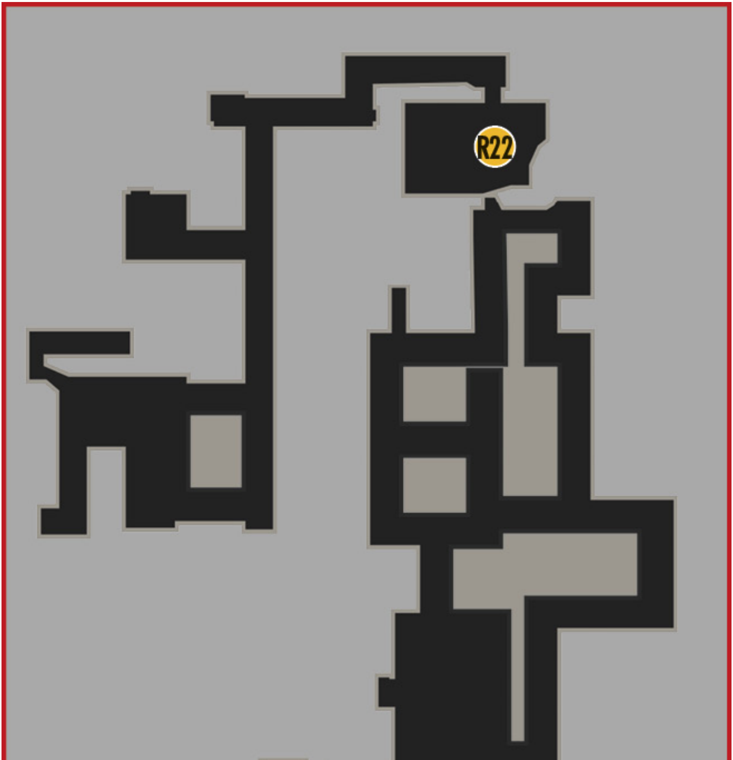
➤ *Upper Level*

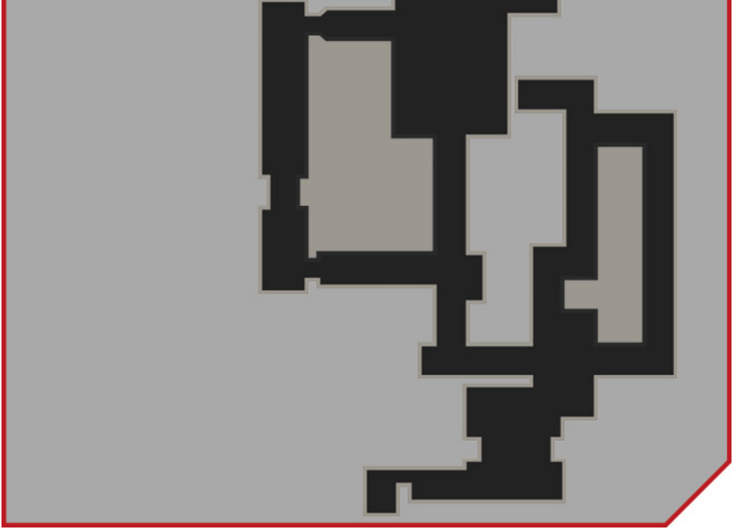


➤ *Main Level*

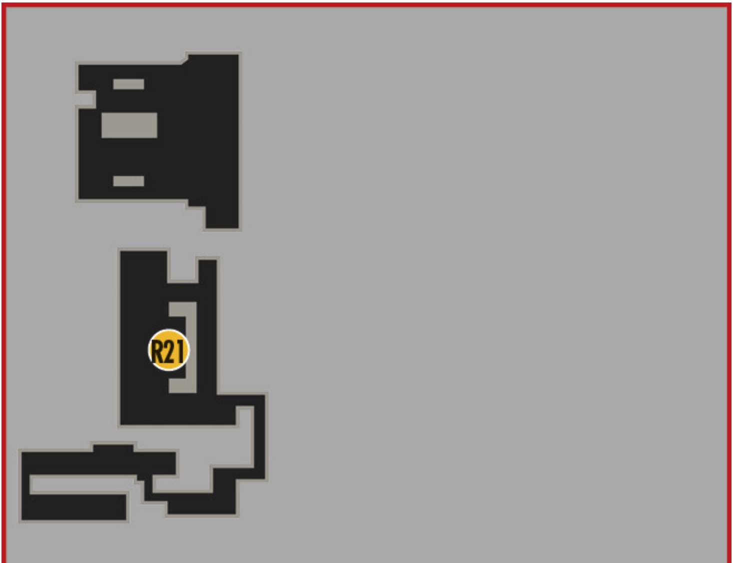


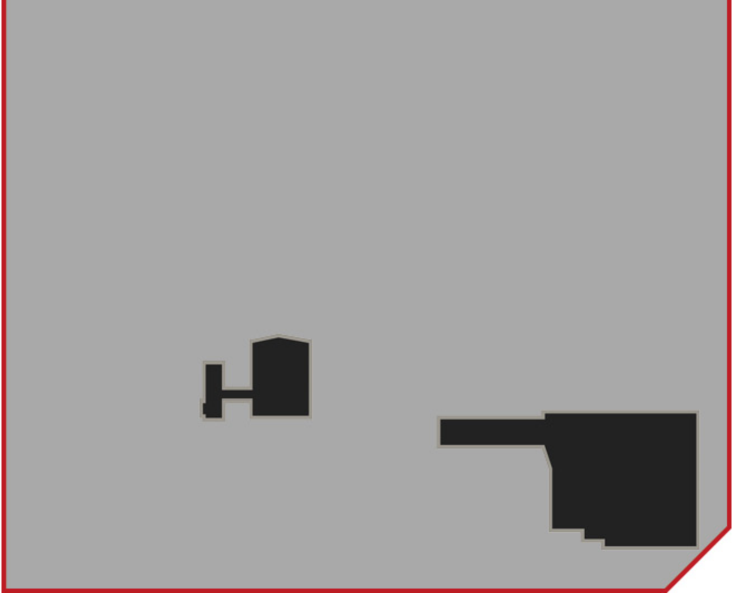
➤ *Sublevel 1*



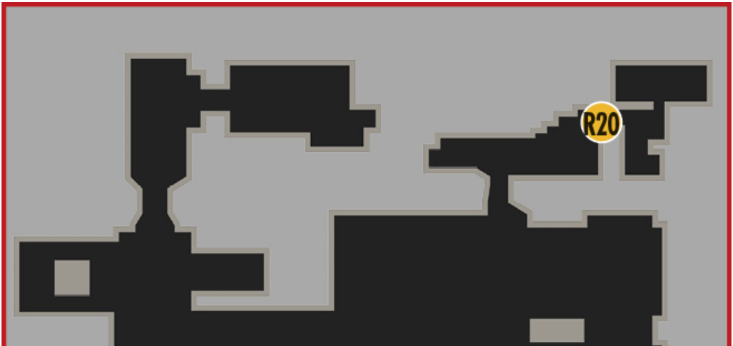


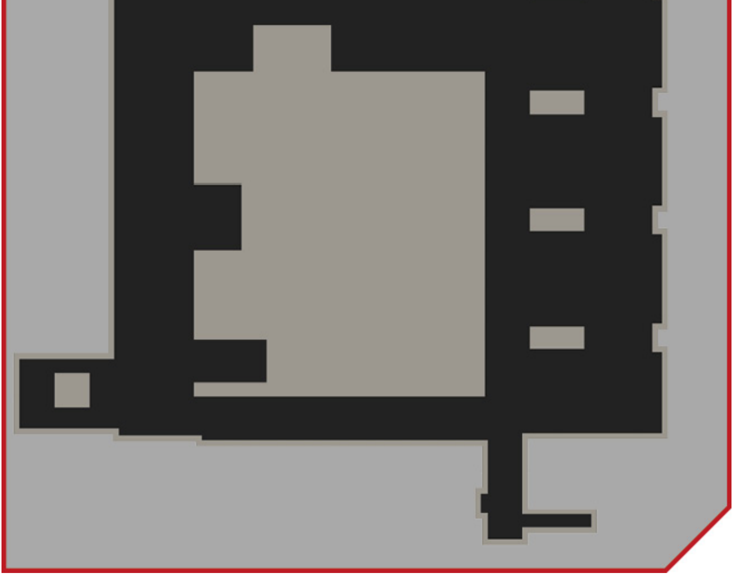
➤ *Sublevel 3*



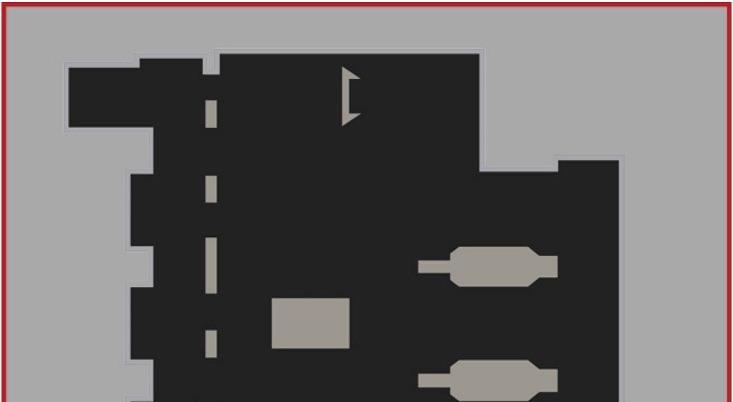


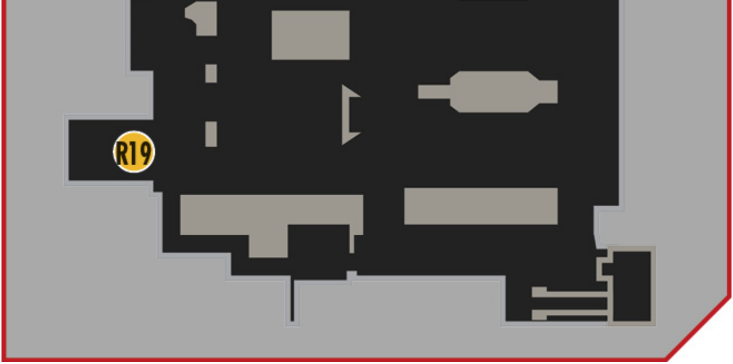
➤ *Sublevel 4*



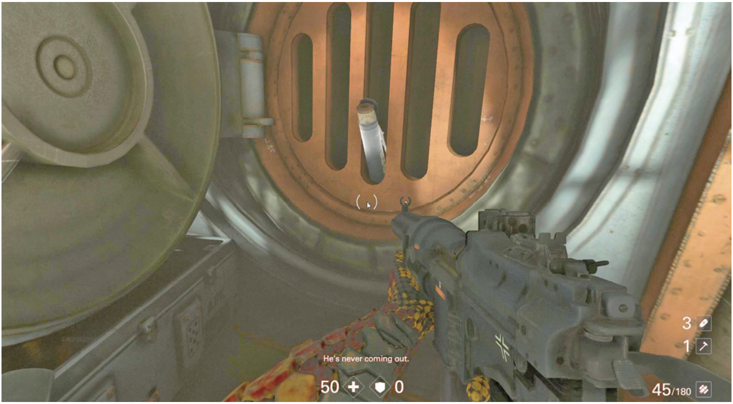


➤ *Sublevel 5*





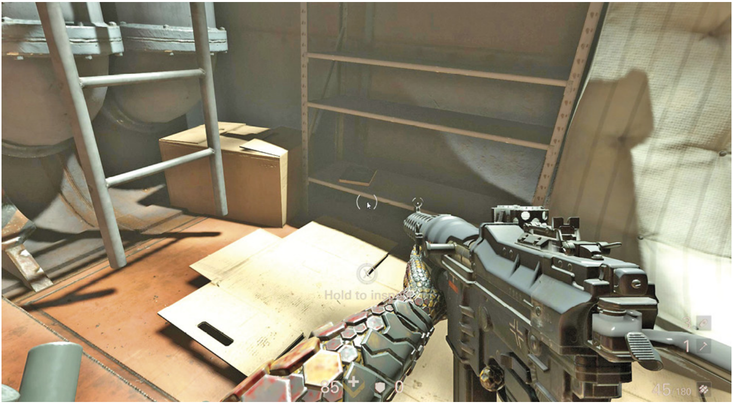
➤ *Sublevel 6*


3
1
50
0
45/180

He's never coming out.

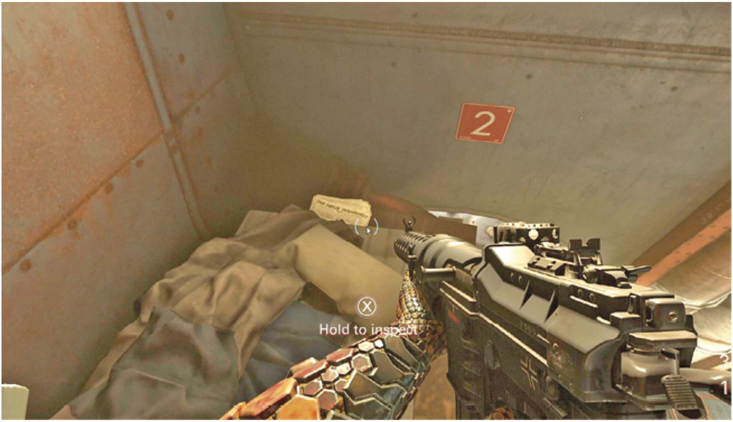
Map

Main level, stuck in a grate. It's easy to miss while you're focused on the enemies in the area.



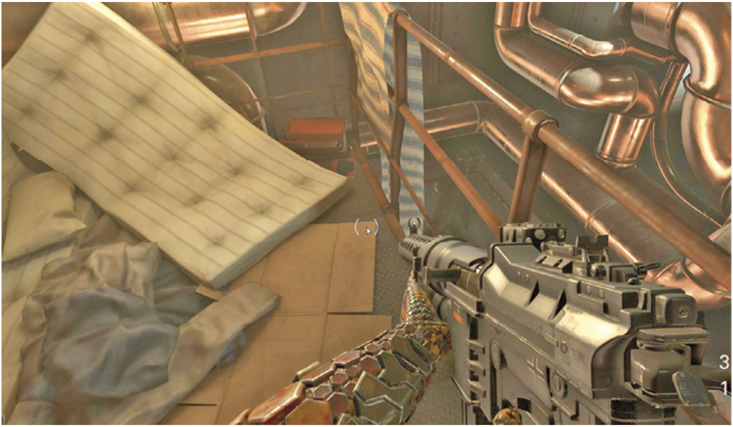
R15: Soldat Muller's Journal

Journal: Sublevel 1, in a bookcase.


2
Hold to inspect

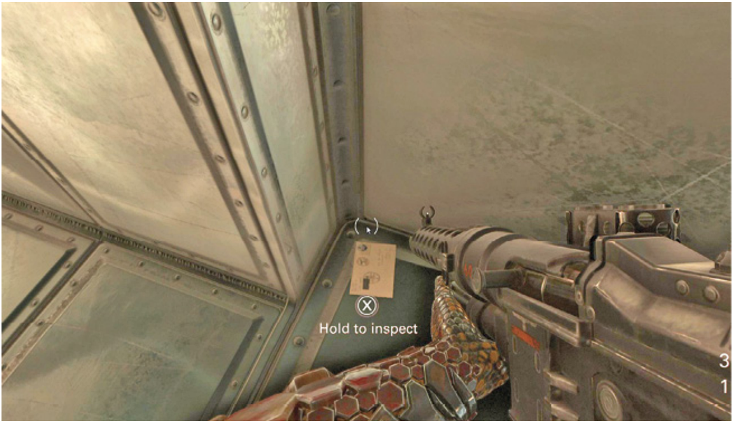
R16: "Beloved Führer Guest Stars in 'Trust in Brother'"

Newspaper: Upper level, in a sleeping area.



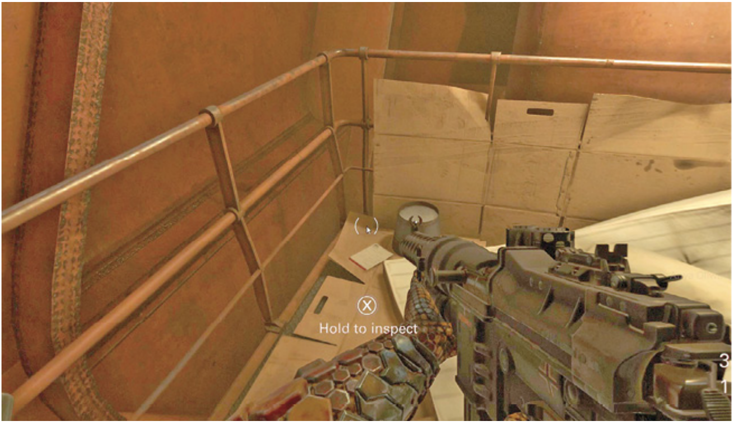
R17: Soldat Beltz's Diary

Diary: Upper level, in a sleeping area.


Ⓧ
Hold to inspect
3
1

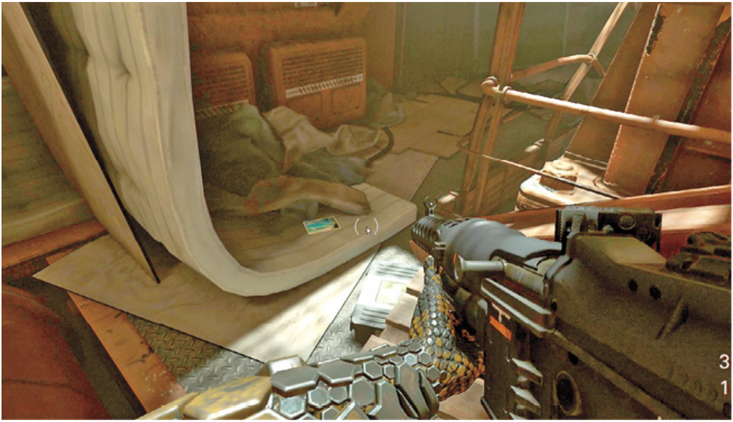
R18: Soldat Fritz's Letter

Letter: Main level, in a side passage, hidden in a duct behind a corner. This one's tough to find.


Hold to inspect
3
1

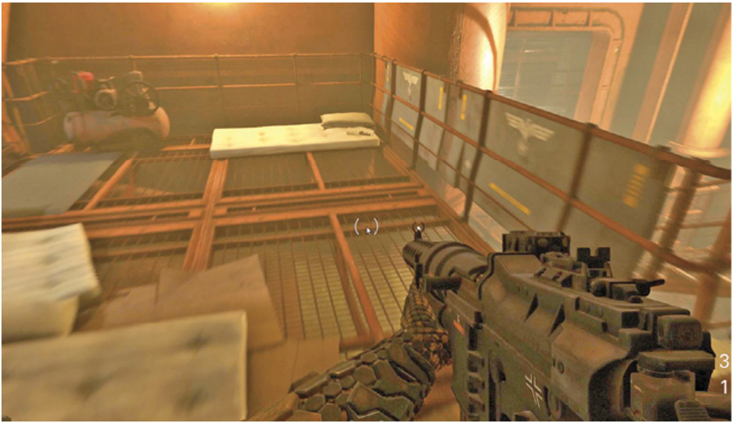
R19: Kommandant Fischer’s Note

Note: Sublevel 6, in a sleeping area.



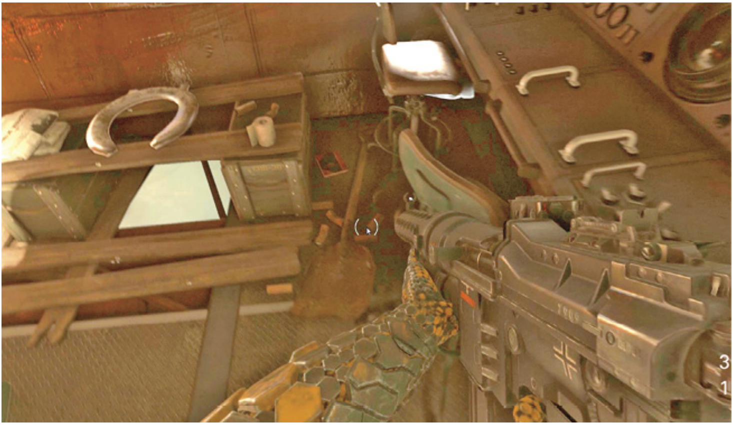
R20: Franka’s Postcard

PostCard: Sublevel 5, in a sleeping area.



R21: “The Führer Is Our Guiding Light”

Newspaper: Sublevel 4, in some bedding.

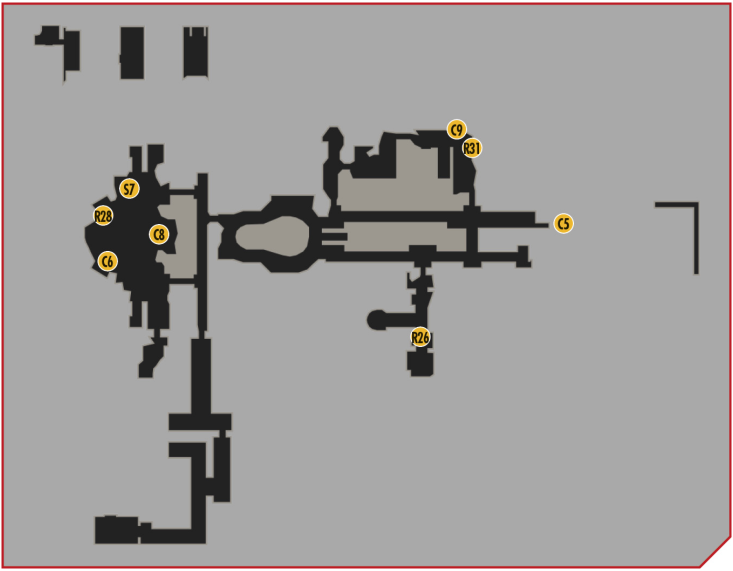


R22: Unknown Kommandant’s Journal

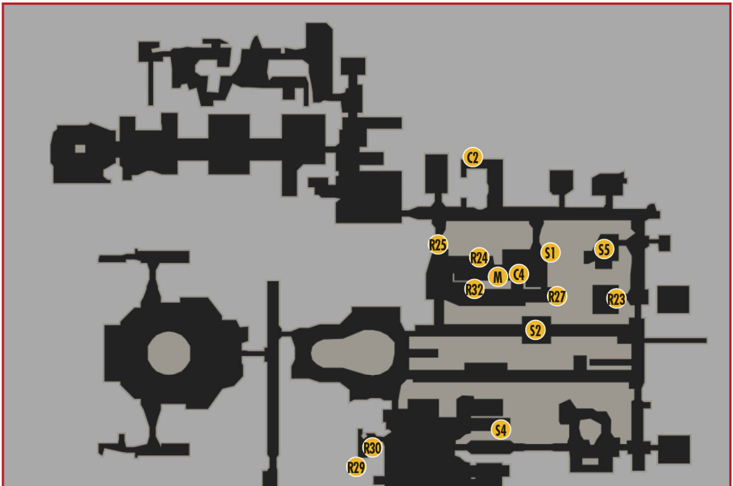
Journal: Sublevel 3, in the control room where the signal is being broadcast.

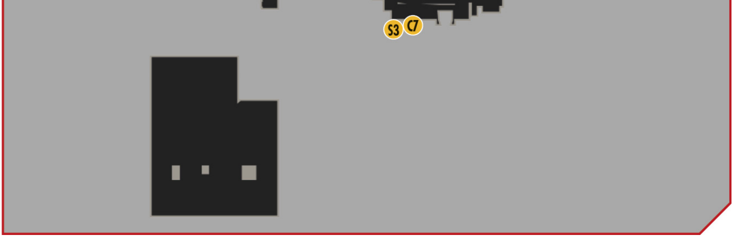
A REUNION

Explore *Evas Hammer* to find these Collectibles.

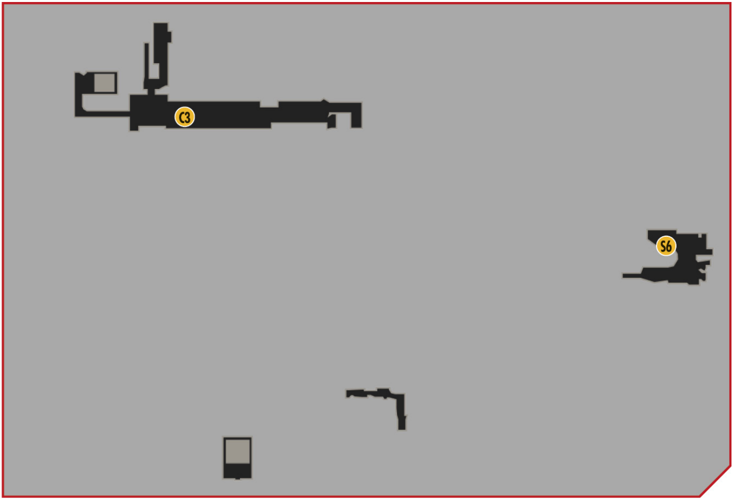

C9
R31
S7
R28
C8
C6
C5
R26

➤ *1st Floor*

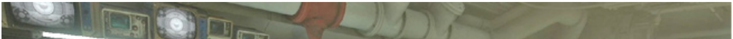

C2
R25
R24
S1
S5
M
C4
R32
R27
R23
S2
S4
R30
R29

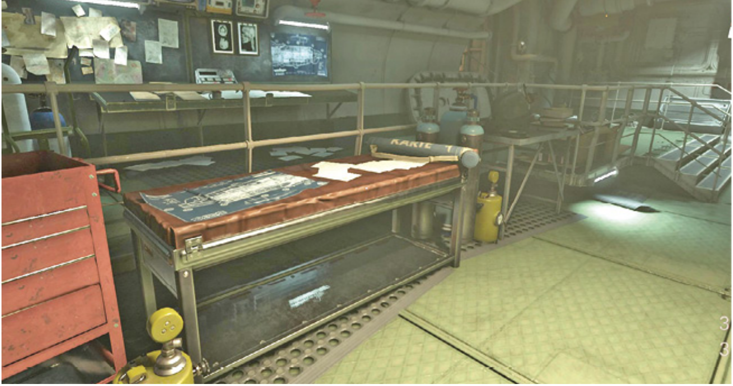


➤ *Ground Floor*



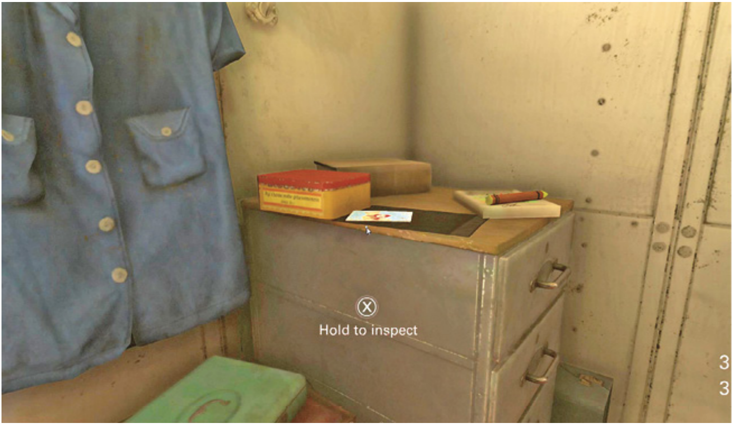
➤ *Basement Level 1*





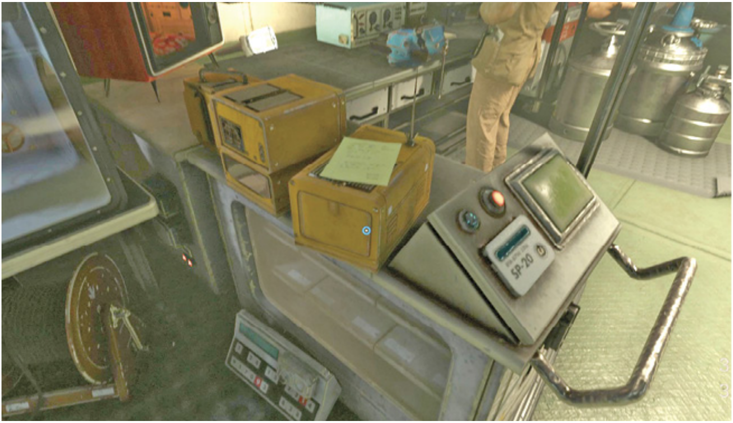
Map

Ground floor, inside Set's workshop.


Ⓧ
Hold to inspect
3
3

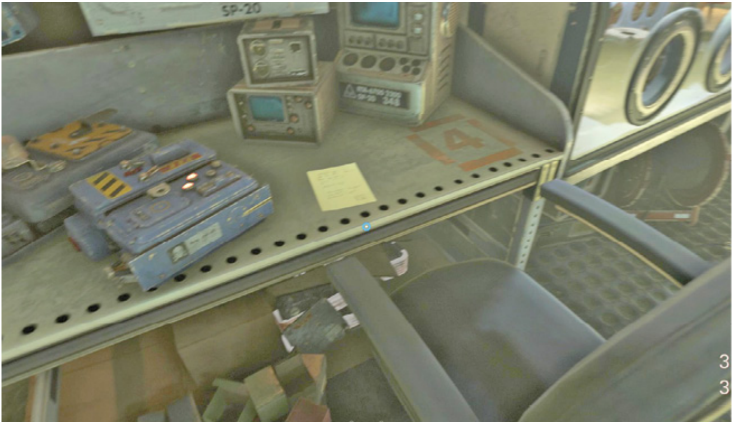
R23: Max's "Happy Birthday" Card

Card: Ground floor, in Max's room.



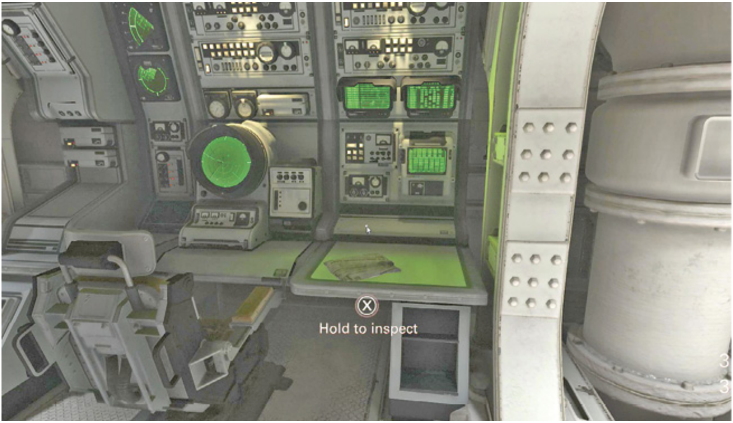
R24: Caroline's Note

Note: Ground floor, in Set's workshop, on one of the workbenches.



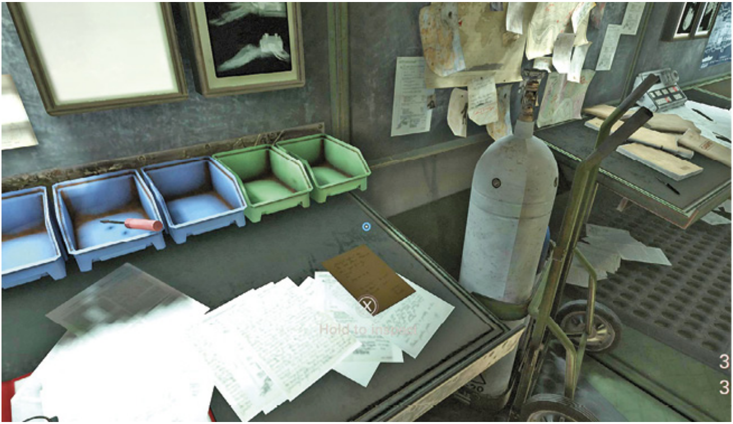
R25: Set's Diary

Diary: Ground floor, in Set's workshop, on one of the workbenches.


Hold to inspect

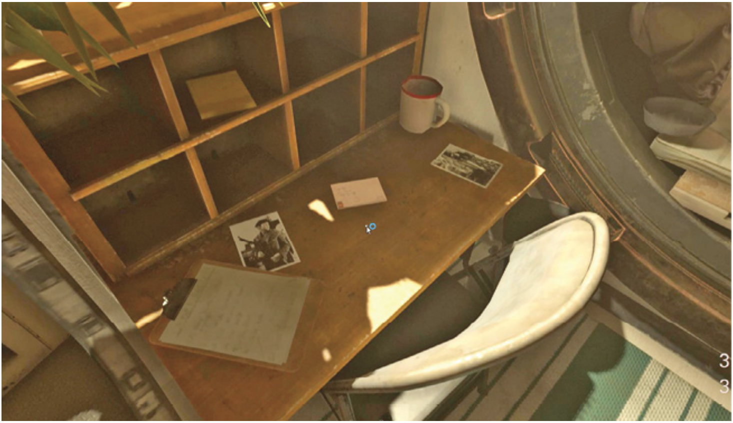
R26: “General Engel Destroys American Terrorist Hideout”

Newspaper: First floor, at the helm.


Hold to inspect

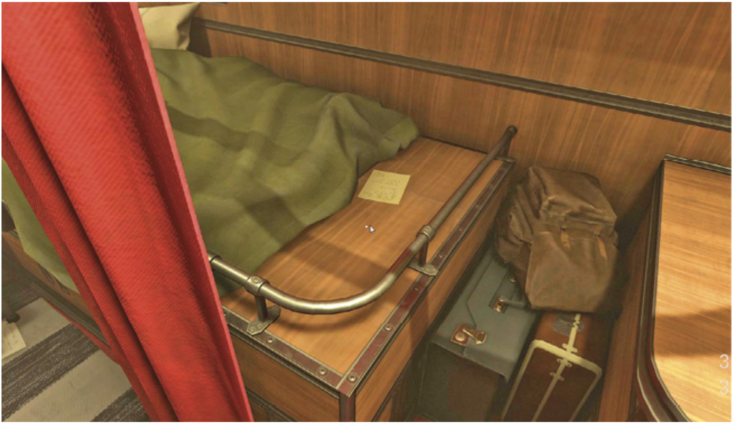
R27: Set’s Note

Note: Ground floor, in Set's workshop, on one of the workbenches.



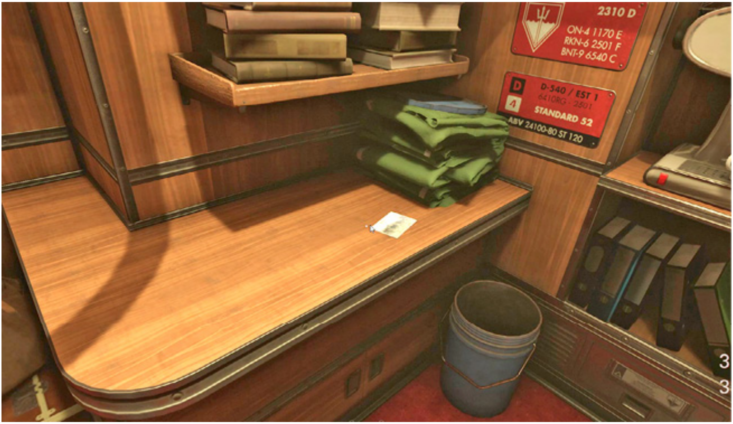
R28: Father Jacques’ Letter

Letter: First floor, on a desk in Club Kreisau.



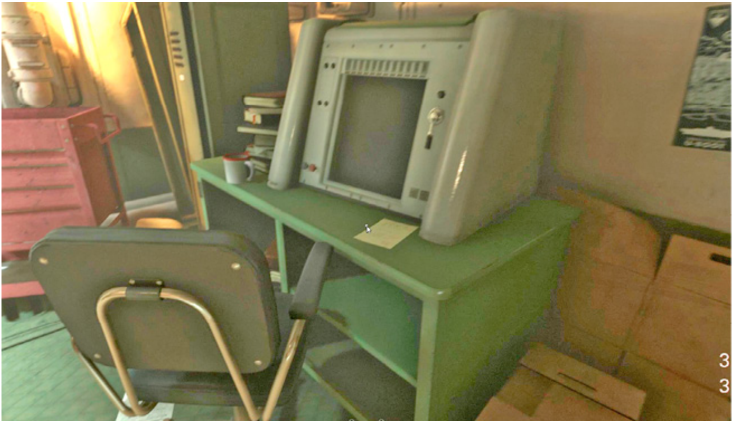
R29: Caroline’s Journal

Journal: Ground floor, in Caroline’s quarters, next to the helm.


2310 D
ON-4 1170 E
RKN-6 2501 F
BNT-9 6540 C
D-540 / EST 1
6410RG · 2501
STANDARD 52
ABV 24100-80 ST 120
3
3

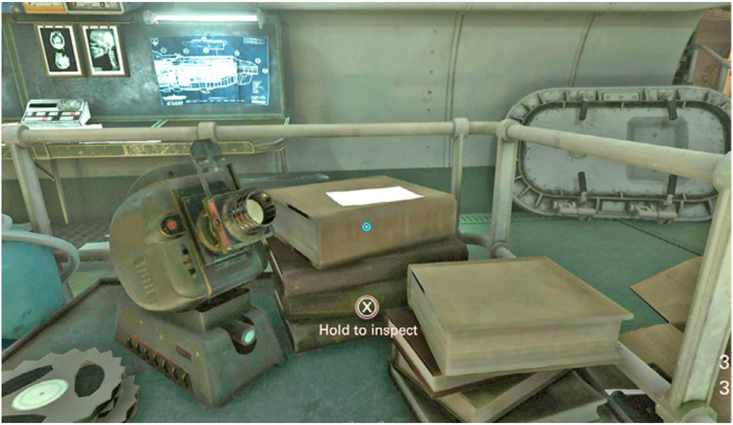
R30: Juna's Postcard

PostCard: Ground floor, in Caroline's quarters.



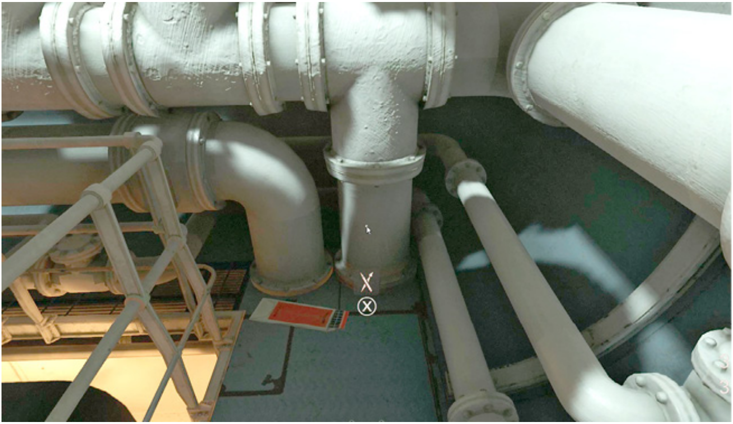
R31: Set's Note

Note: First floor, on the catwalks above Set's workshop.


Hold to inspect

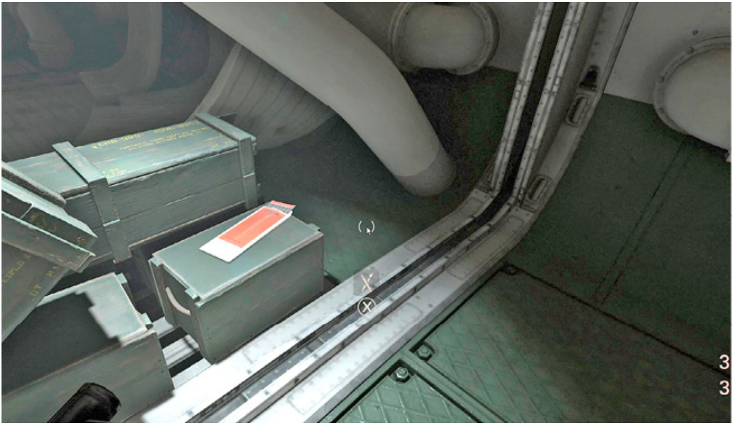
R32: Unknown Nazi Scientist’s Note

Note: Ground floor, in Set's workshop, on one of the workbenches.



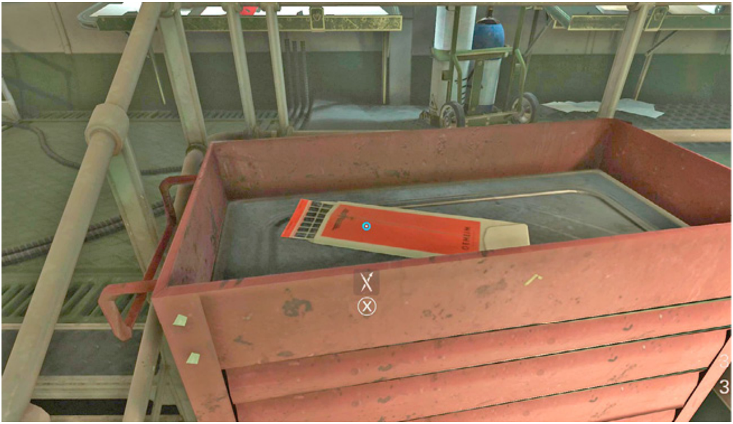
C2: Wheel Chair Ride

Ground floor, in an alcove.



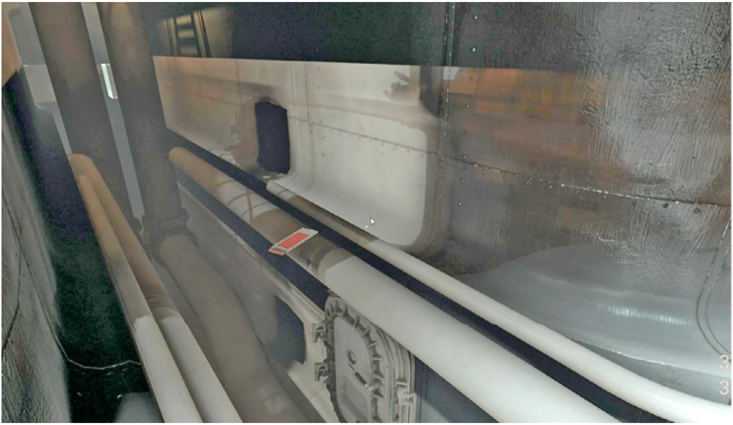
C3: The *Ausmerzer*

Basement level, in the shooting range.



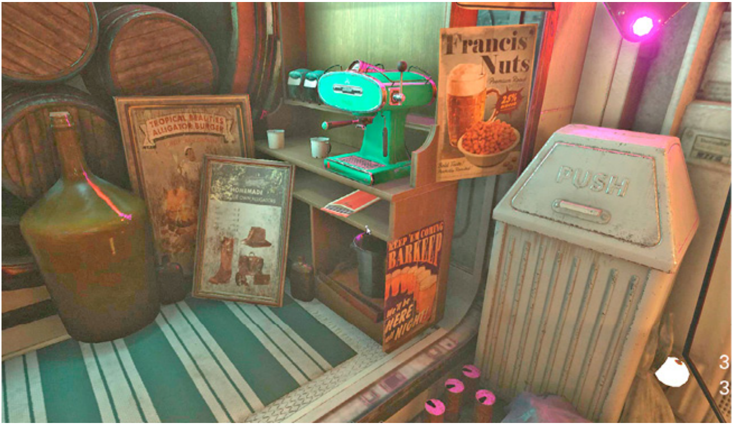
C4: The *Ausmerzer*

Ground floor, in Set's workshop.



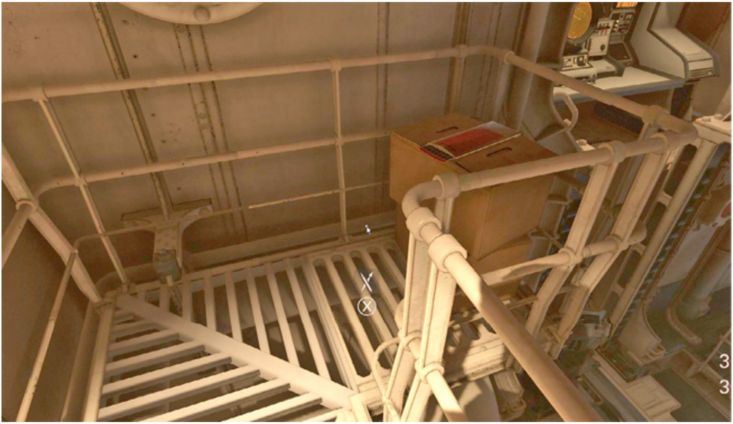
C5: The Silberfisch

First floor. This one is tough. Walk toward the ladder leading up to the second floor. Instead of going upstairs, jump over the railing and move along some pipes.


TROPICAL BEAUTIES
ALLIGATOR BURGER
HOMEMADE
Francis
Nuts
Premium Roast
25%
KEEP 'EM COMING
BARKEEP
We'll be
HERE
all NIGHT!
PUSH
3
3

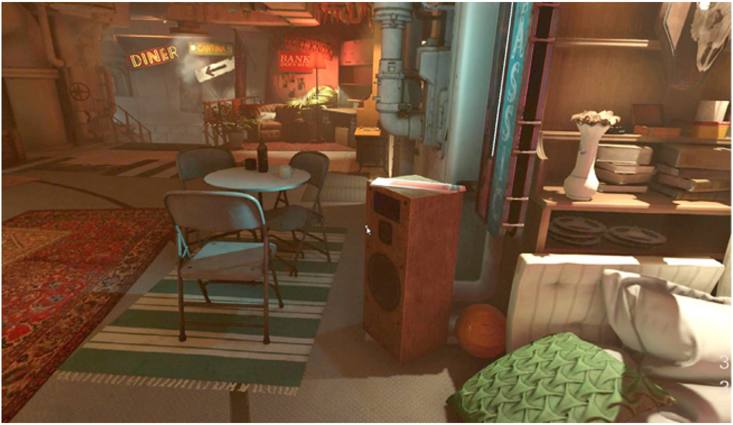
C6: Section F Entrance and Pump Room

First floor, in Club Kreisau.



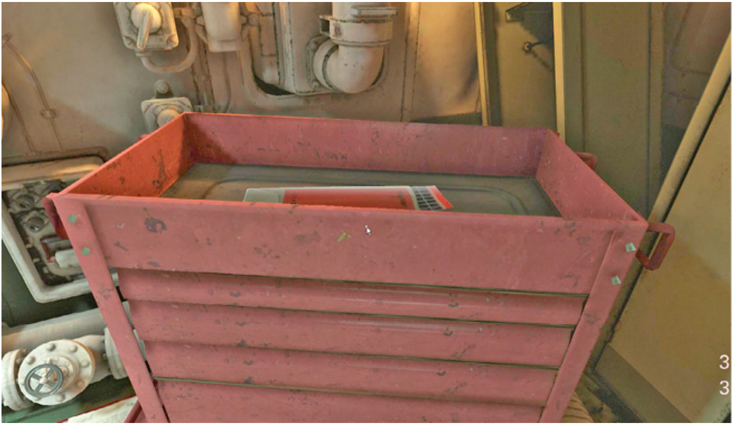
C7: Section F

Ground floor, on a catwalk overlooking the helm.


DINER
CANTINA
FORT KNOX
BANK
3
3

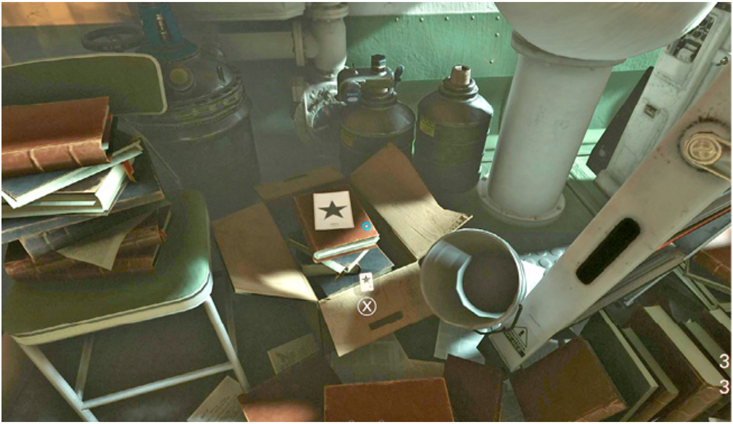
C8: *Evas Hammer*

First floor, in Club Kreisau.



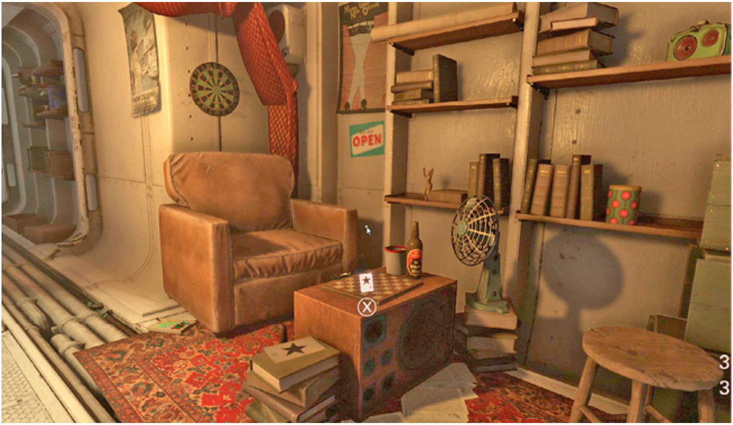
C9: *Evas Hammer* Interior

First floor, on the catwalk above Set’s workshop.



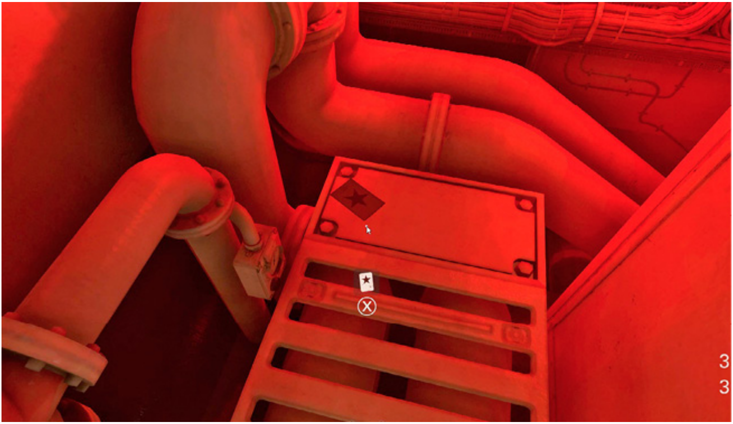
S1: Fred Start

Ground floor, in Set's workshop.



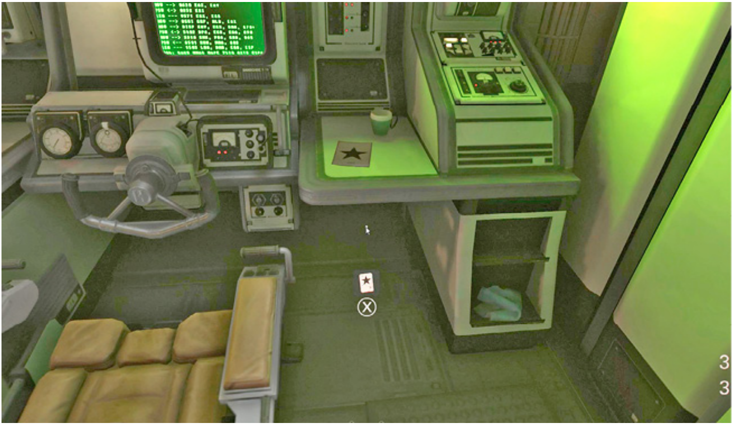
S2: Izabelle Williams

Ground floor, along the main central corridor.



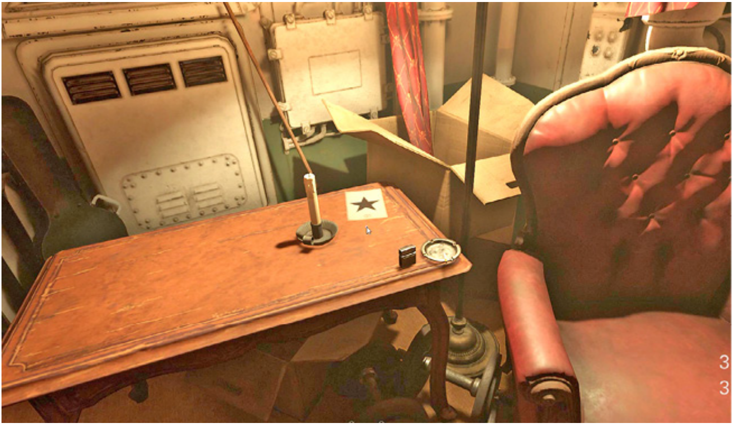
S3: Tommy Death

Ground floor. Climb up to a catwalk at the helm, then follow it into some pipes.



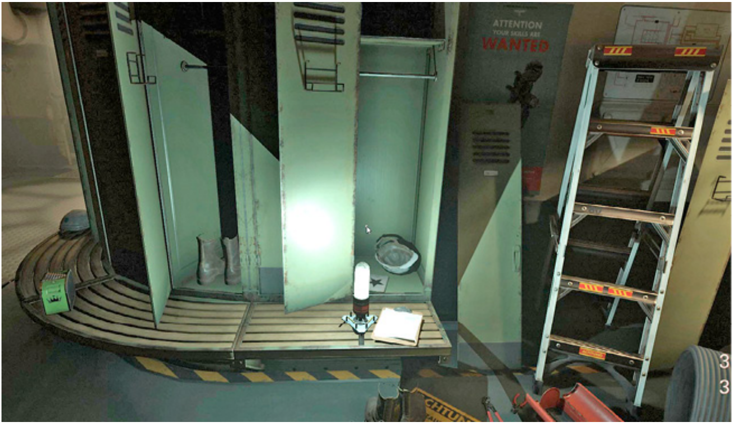
S4: Oskar Oathgrove

Ground floor, on a console in the helm.



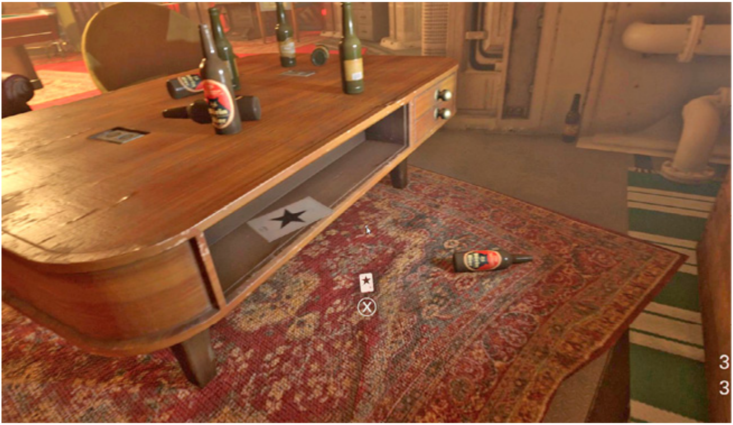
S5: Peter Gully

Ground floor, in one of the quarters.


ATTENTION
YOUR SKILLS ARE
WANTED
3
3

S6: Al Sanchez

Basement Level 1, in the locker room.



S7: Arcade

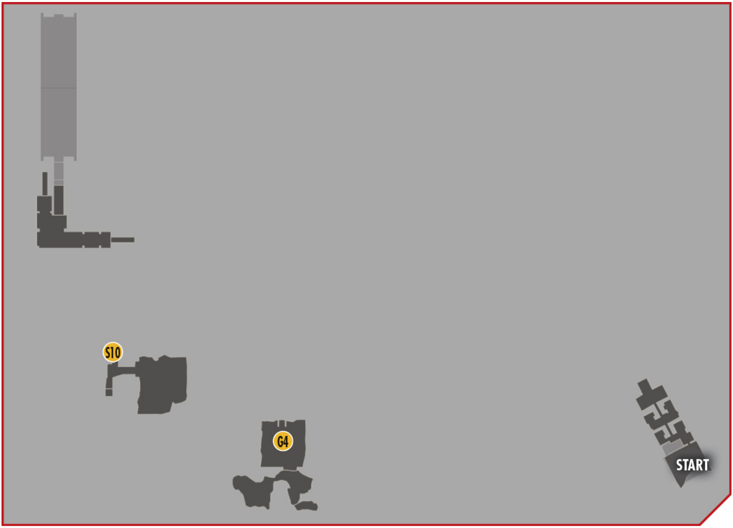
First floor, in Club Kreisau.

Collectibles

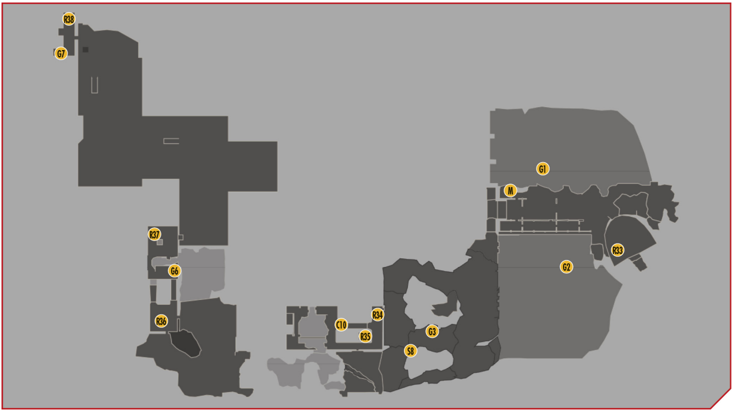
Manhattan

DOWNTOWN

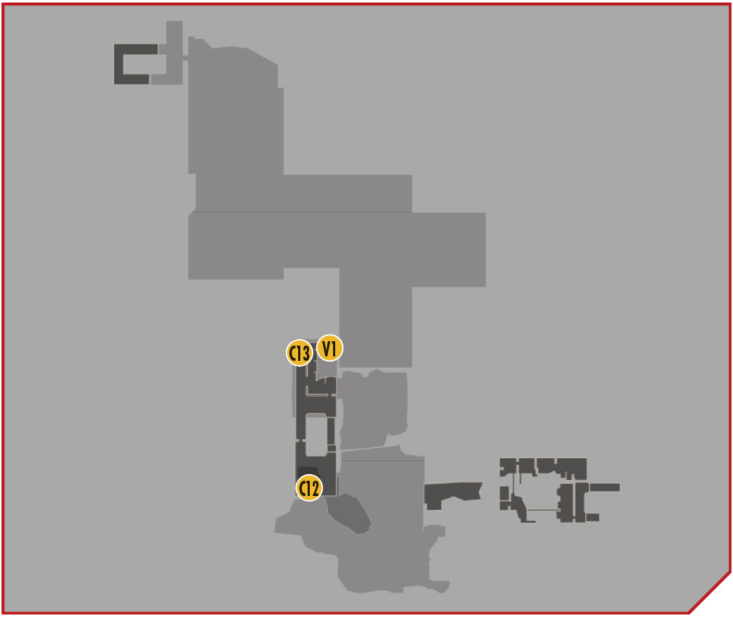
Find these Collectibles in the ruins of Manhattan, from the docks to the subway.


S10
G4
START

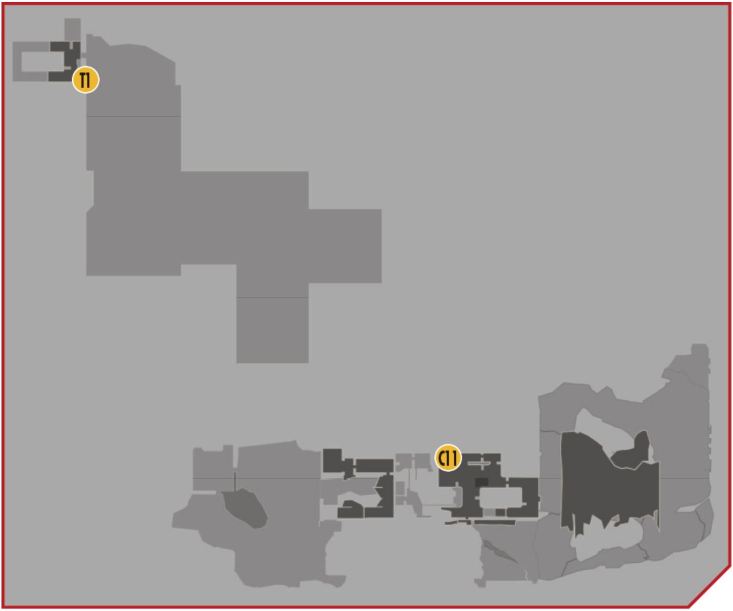
➤ *Basement Level 1*


R38
G7
G1
M
R37
G6
R33
G2
R34
C10
R36
R35
G3
S8

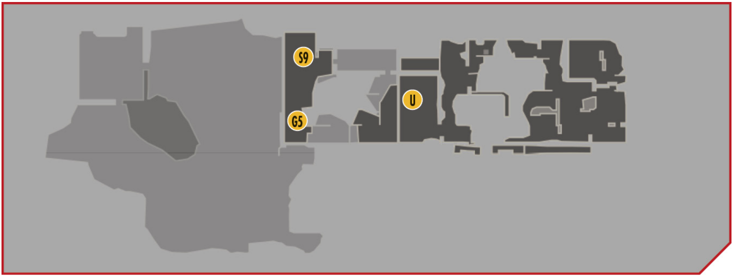
➤ *Ground Floor*



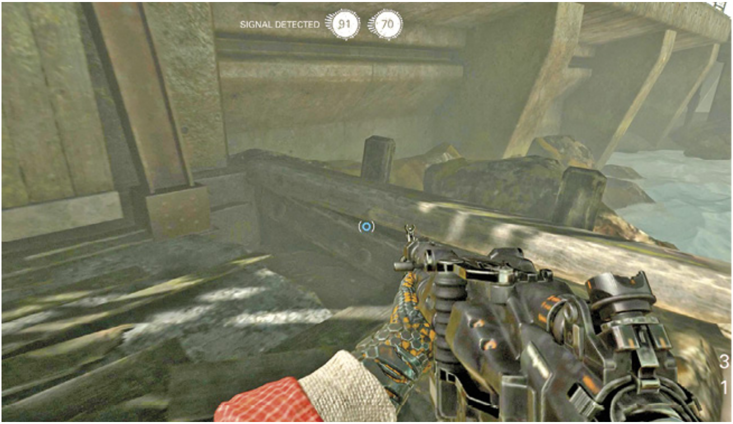
➤ *1st Floor*



➤ *2nd Floor*

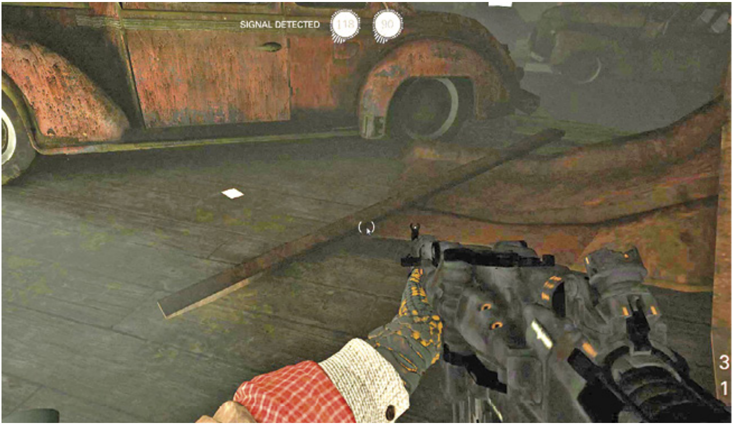


➤ *3rd Floor*


SIGNAL DETECTED
91
70
3
1

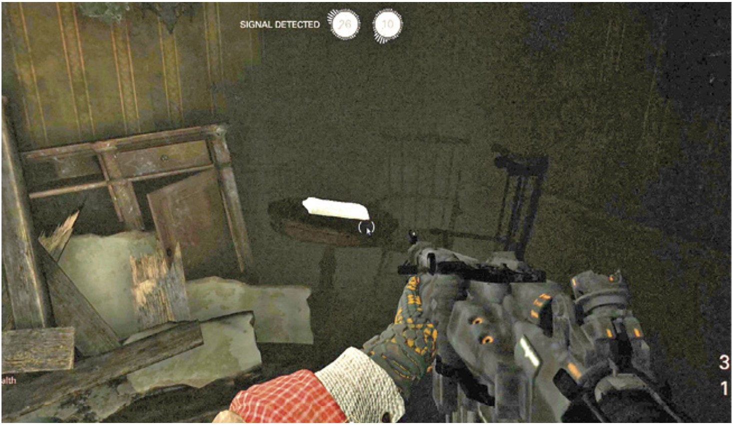
Map

On the right side of the docks, just before you head up the stairs to dry land.


SIGNAL DETECTED
118
90
3
1

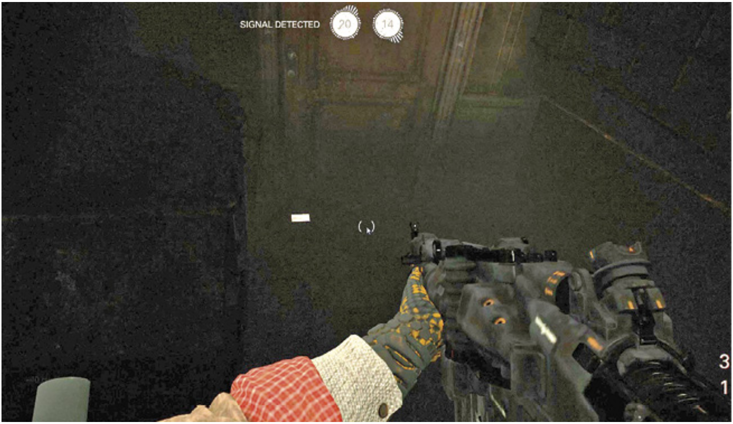
R33: Marcy's Letter

Letter: Around the wrecked cars on the shipwreck before you disembark.


SIGNAL DETECTED
26
10
alth
3
1

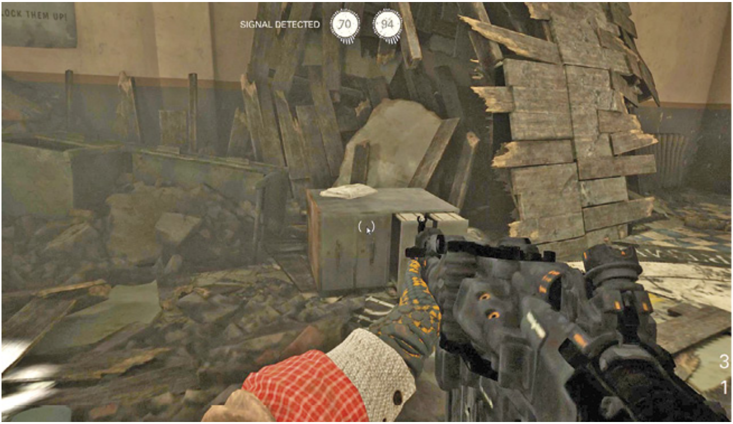
R34: “Reader: Bring Our Troops Home”

Newspaper: Ground floor, in the first building you can enter.


SIGNAL DETECTED
20
14
3
1

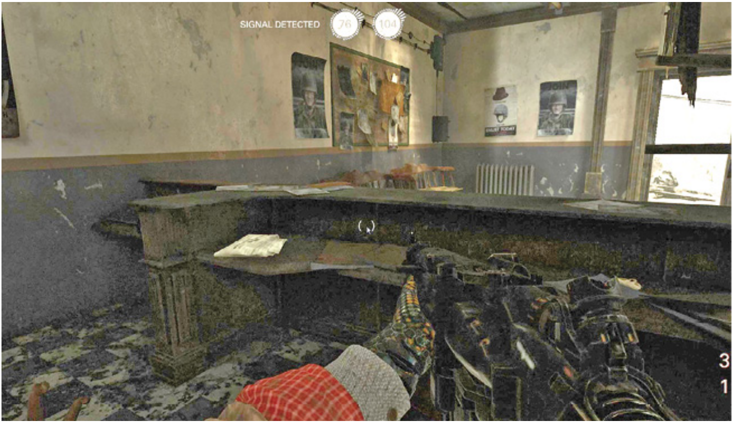
R35: Henry’s Postcard

PostCard: Ground floor. Jump over a counter to reach it. It's difficult to see in the dark.


OCK THEM UP!
SIGNAL DETECTED
70
94
3
1

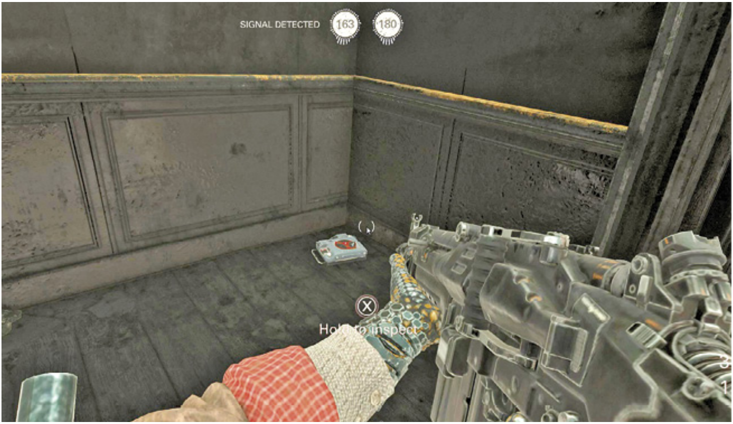
R36: “Hellstorm Batteries to Stop German Missiles”

Newspaper: Ground floor, in the ruins of a building.


SIGNAL DETECTED
76
104
3
1

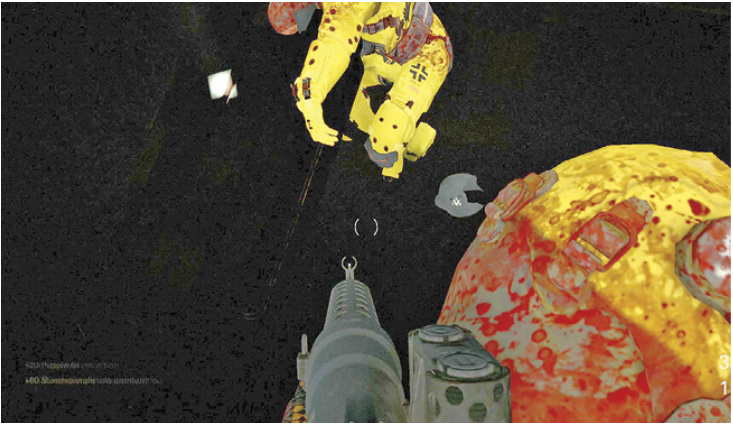
R37: “War Effort Floundering?”

Newspaper: Ground floor, in the police station, behind a counter.


SIGNAL DETECTED
163
180
Hold to inspect
3
1

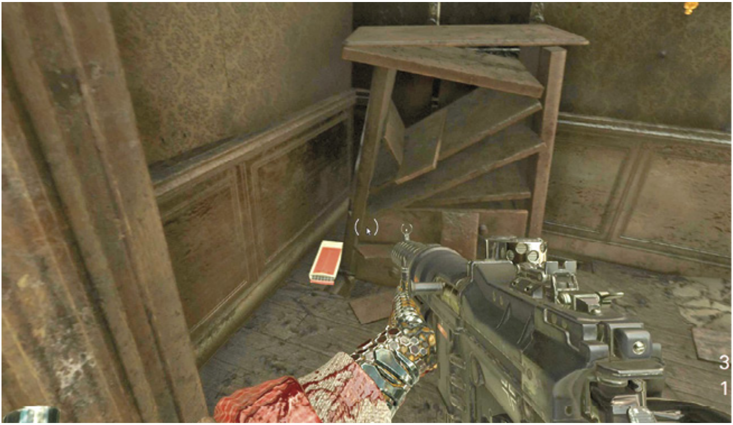
R38: General Sommer's E-Post

E-post: Ground floor, inside an abandoned building near a subway entrance. Can only be accessed during the Überkommandant mission.



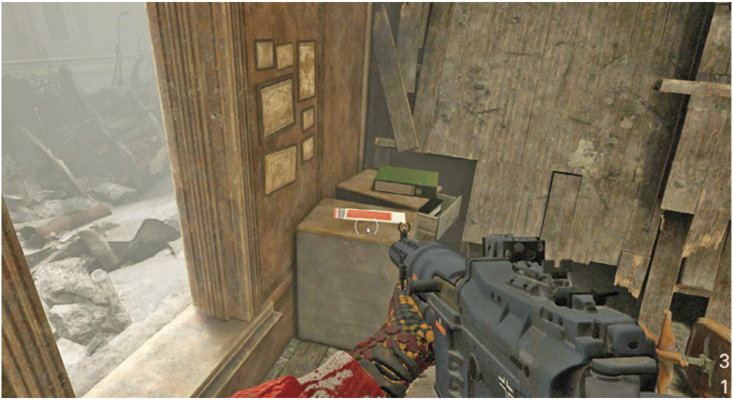
C10: Manhattan Vista

Ground floor, in the first building, in an alcove. This one can be hard to spot in the dark, amidst the fighting that takes place in the area.



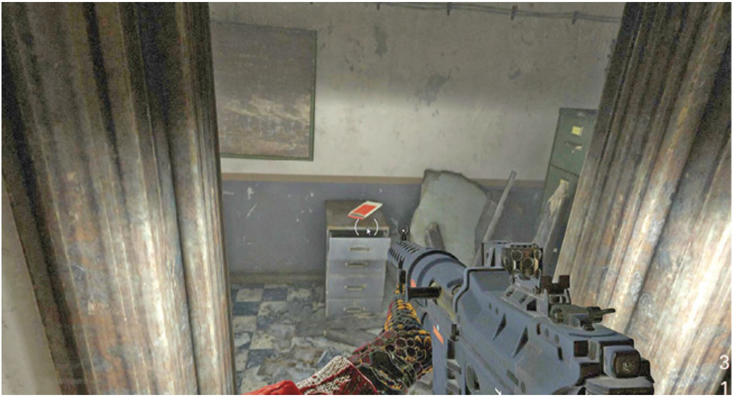
C11: Manhattan Ferry

Second floor, in the first building, hidden behind some furniture.



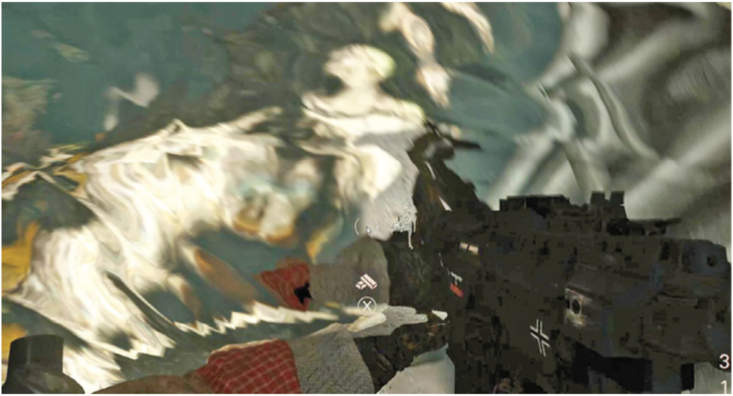
C12: Manhattan Hotel

First floor, in the police station.



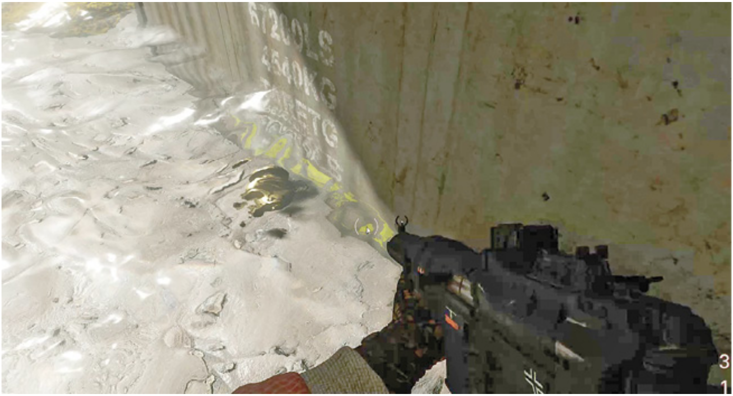
C13: Kampfdrone

First floor, in the police station.



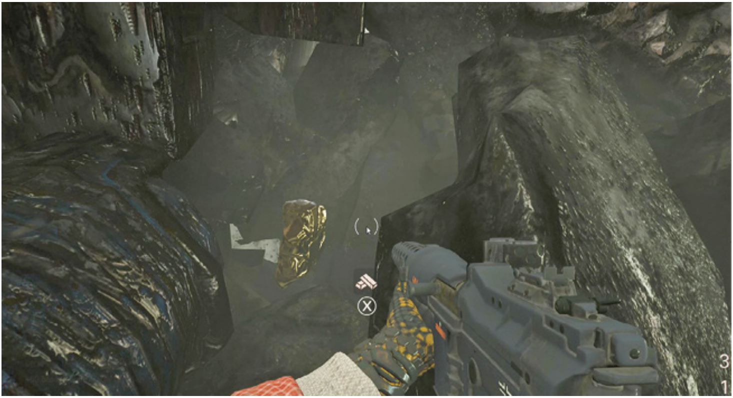
G1: B.J. in Wheelchair

Ground floor, in the water to the right of the dock, near a partially submerged container. This is the first Gold Collectible you can find in the game.



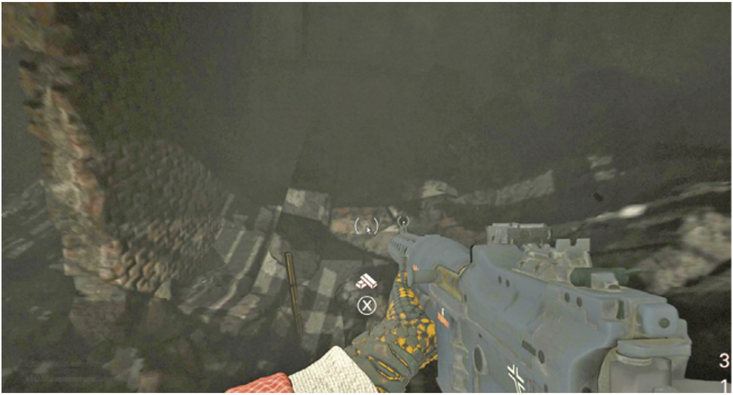
G2: Caroline

Ground floor, in the water, near a container off the left side of the dock.



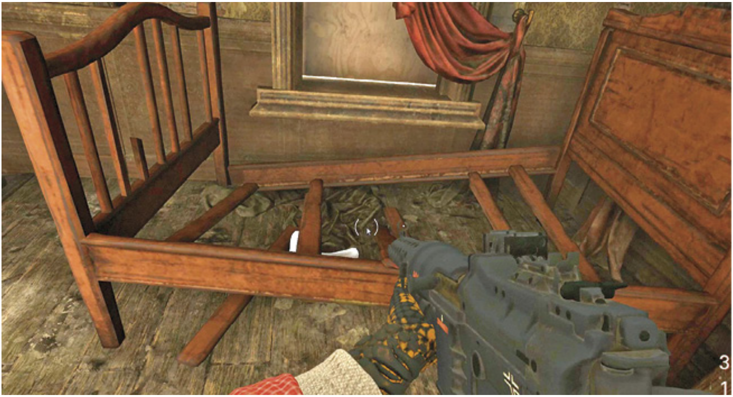
G3: SuperSoldaten

Ground floor, hidden in the rubble on the way to the hotel, near a Shrimp Pills truck.



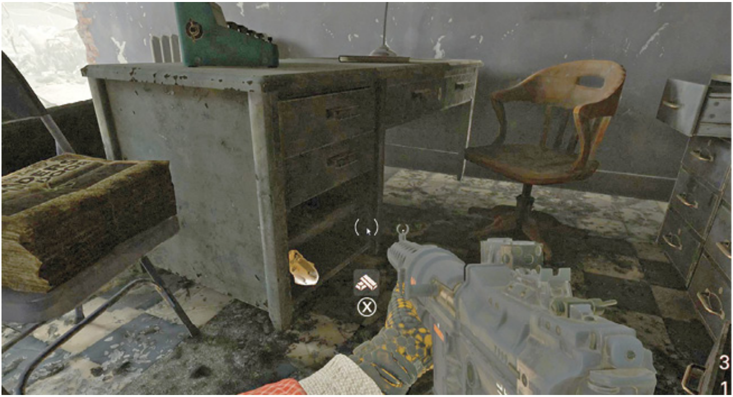
G4: General Engel

Basement Level 1, in the hotel.



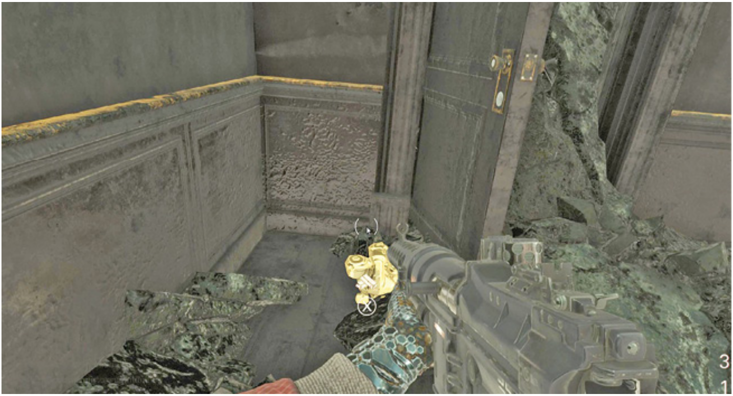
G5: Soldaten

Third floor, in the hotel, under a bed frame.



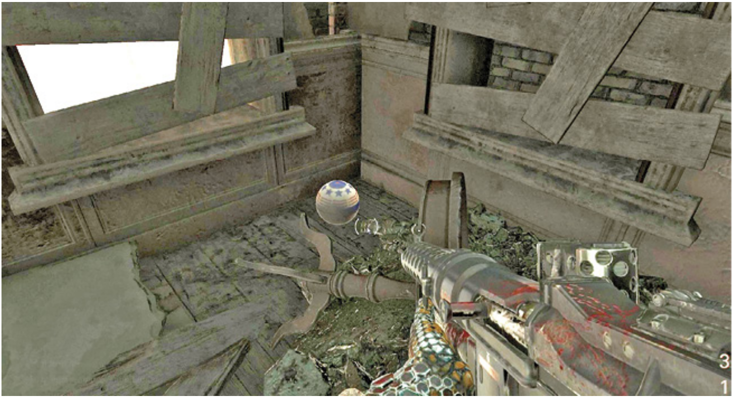
G6: *Evas Hammer*

Ground floor, in the police station, inside a desk.



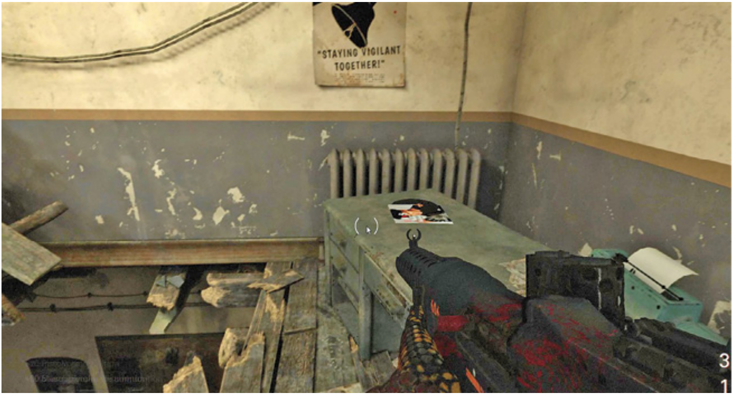
G7: Kampfdrone

Ground floor, in the abandoned building by a subway entrance. Can only be accessed during the Überkommandant mission.



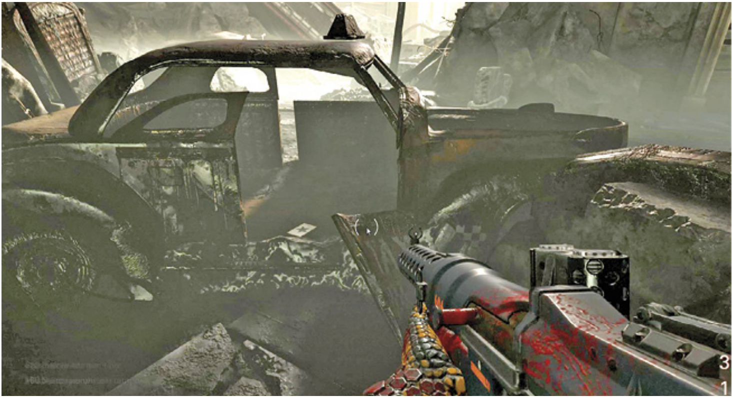
T1: Ball

Second floor, in the abandoned building by a subway entrance. Can only be accessed during the Überkommandant mission.


"STAYING VIGILANT TOGETHER!"
3
1

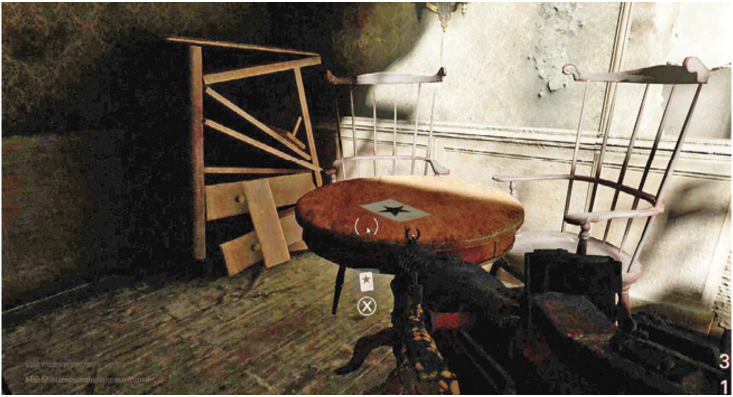
V1: Record: "Hans Mein Kleiner VW"

First floor, in the police station.



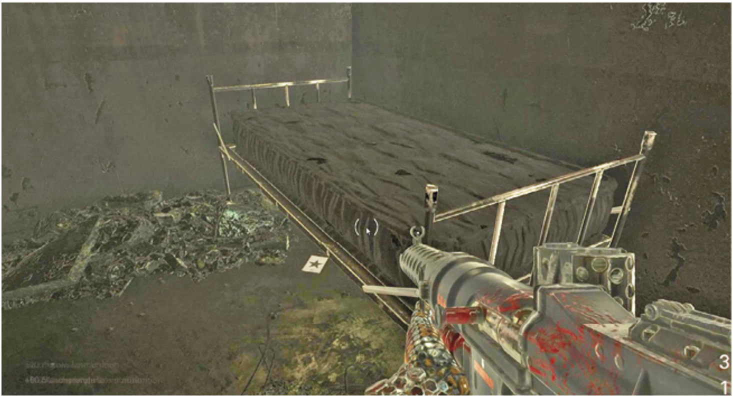
S8: Benjamin Wheelson

Ground floor, in the rubble outside the hotel, inside a wrecked car.



S9: Sebastian Hoff

Third floor, in the hotel.

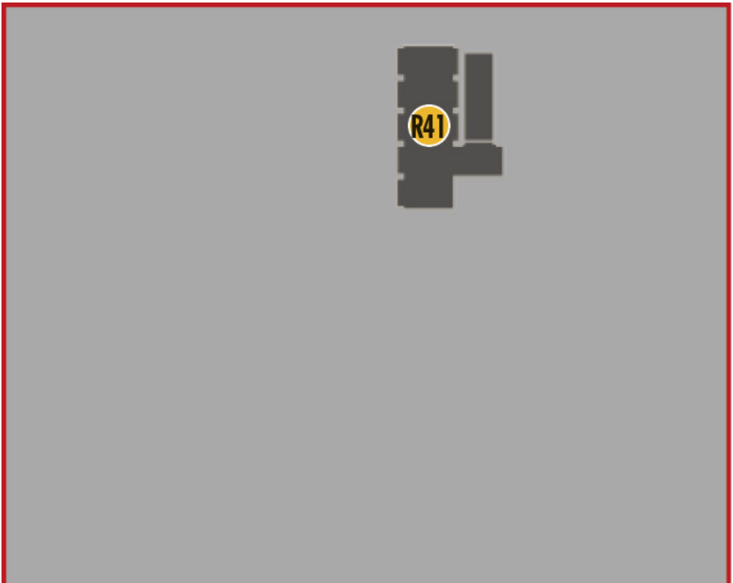


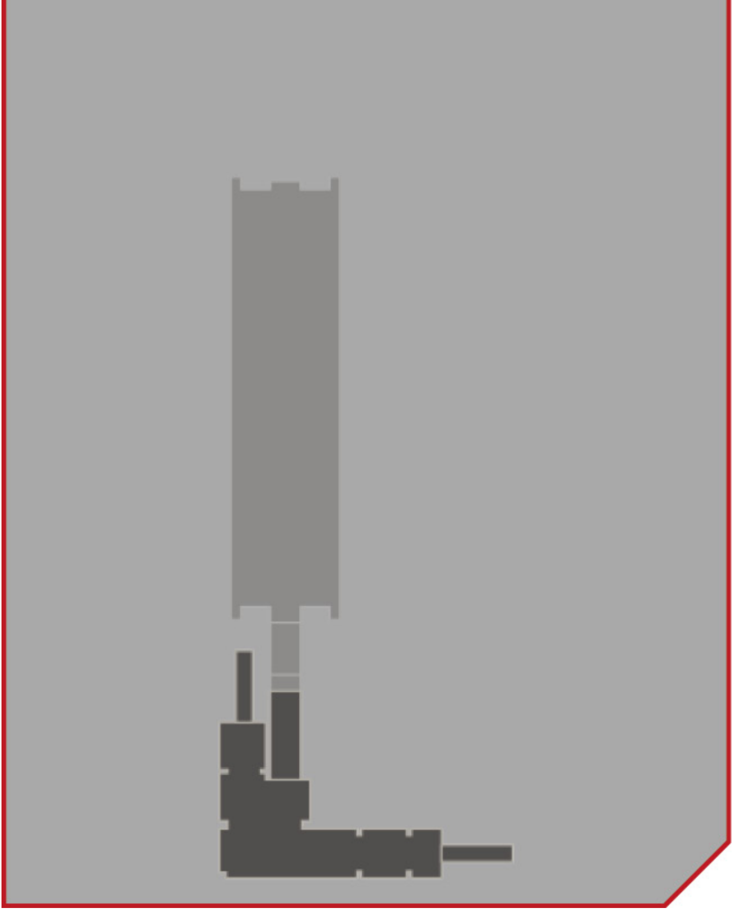
S10: Van Martin

Basement Level 1, in the police station, under a bed in a jail cell.

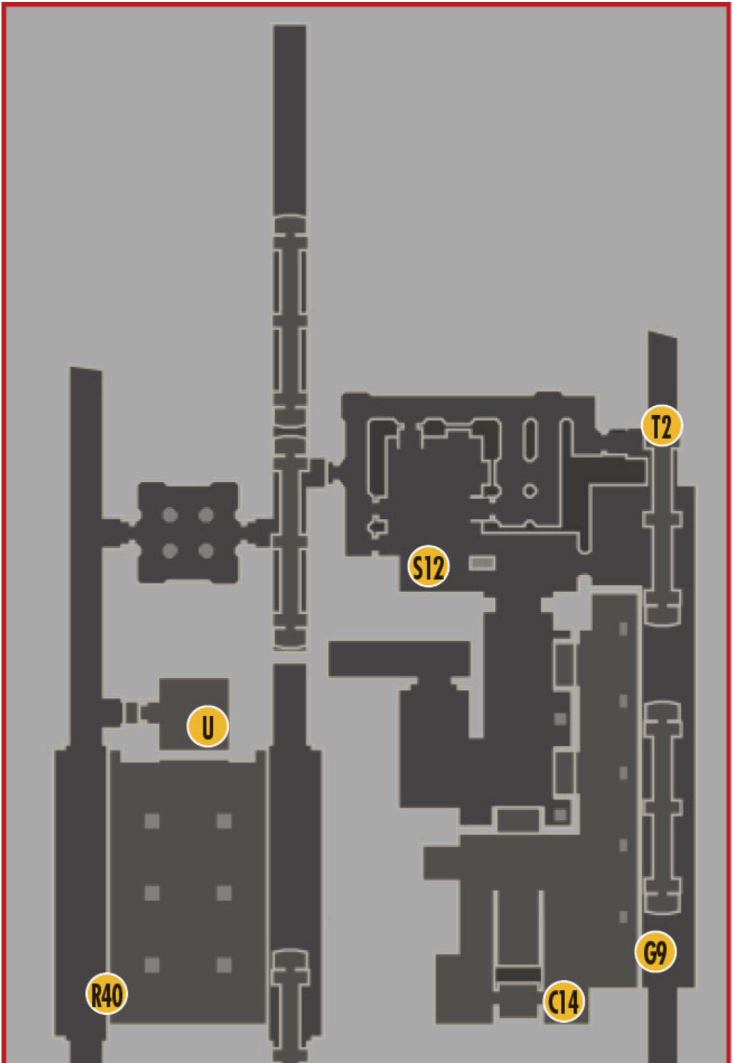
SUBWAY DISTRICT

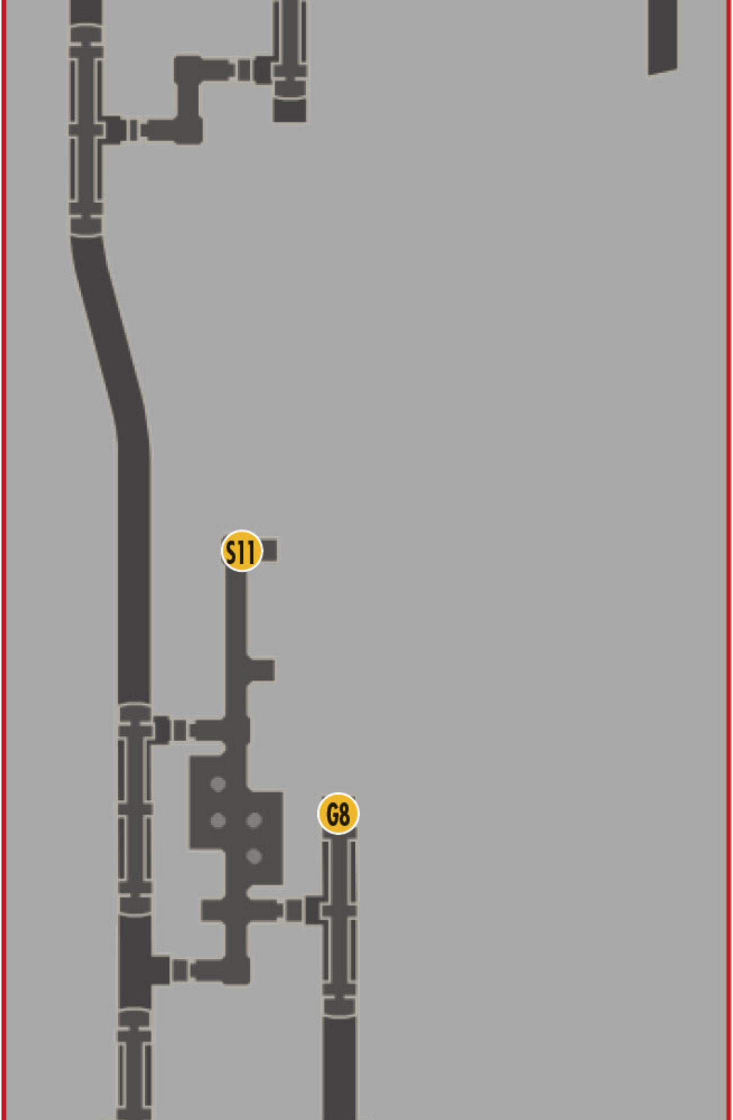
Look for these Collectibles inside the abandoned subway tunnels and stations.

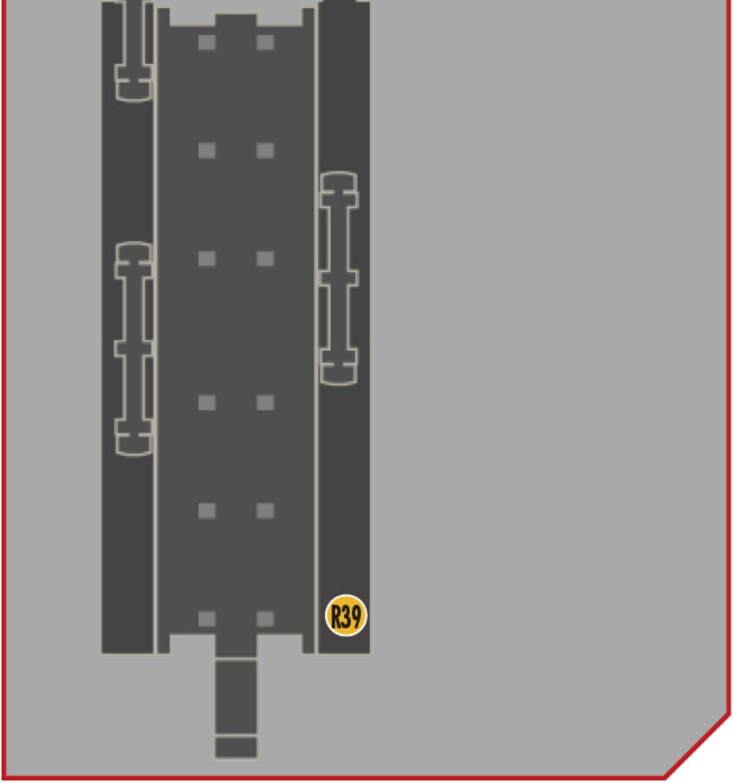




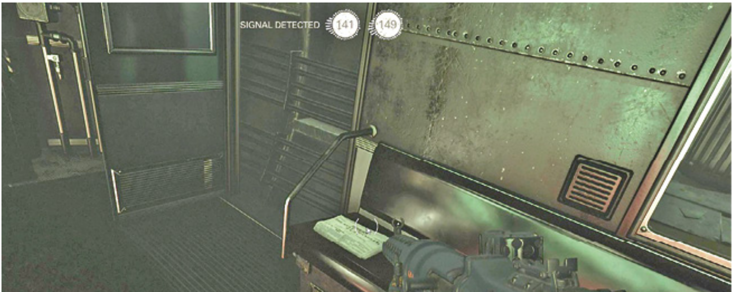
➤ *Subway Basement Level 1*

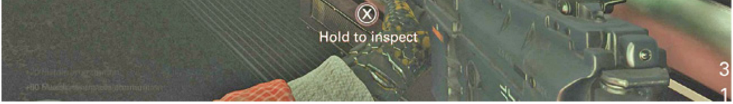

T2
S12
U
G9
R40
C14





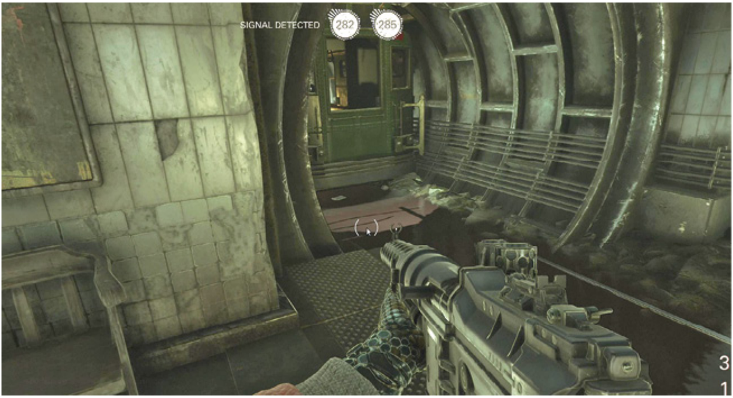
➤ *Subway Basement Level 2*


SIGNAL DETECTED
141
149


Hold to inspect
3
1

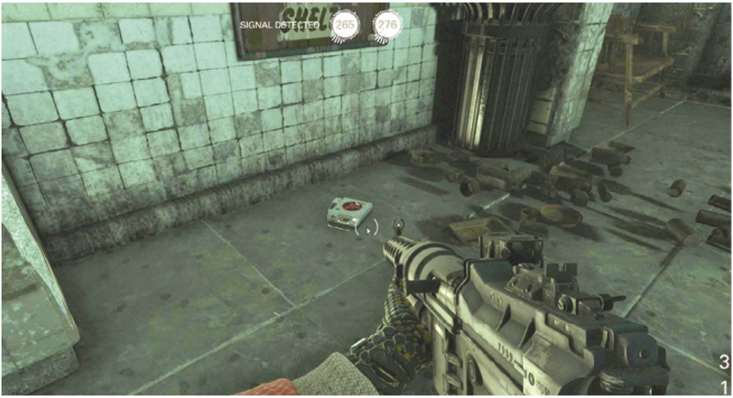
R39: “Albuquerque Murders Connected to National Security?”

Newspaper: Basement Level 2, in the train to the right as soon as you go down the stairs.


SIGNAL DETECTED
282
285
3
1

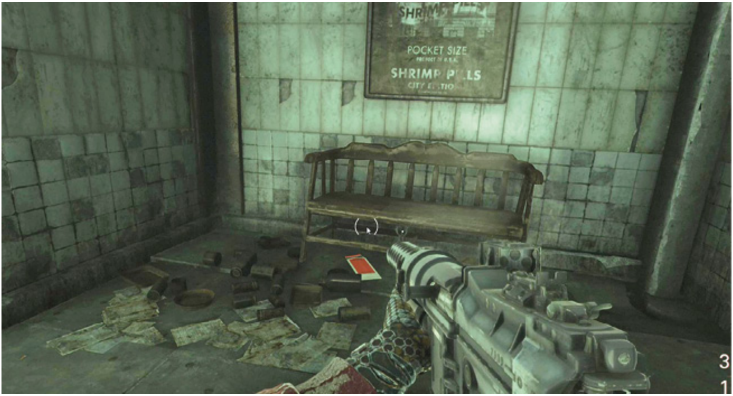
R40: Commuter John’s Journal

Journal: Basement Level 2, in the second subway station, at the dead end of the tunnel on the left.


SIGNAL DETECTED
265
276
3
1

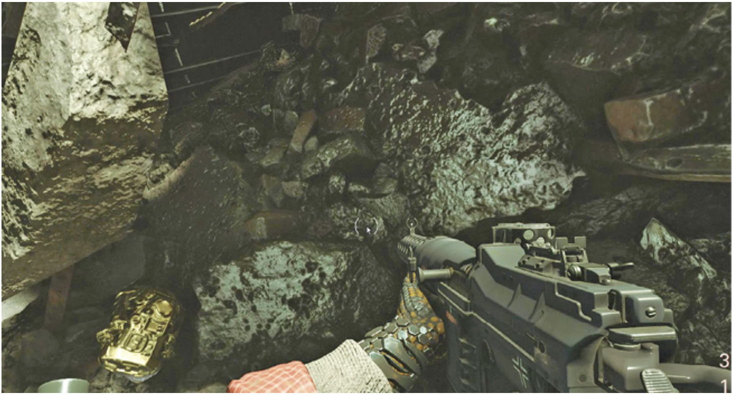
R41: Überkommandant Muller’s E-Post

E-post: Basement Level 1. While searching the subway station off to the right, go up the stairs and look around the platform.


POCKET SIZE
SHRIMP P LLS
3
1

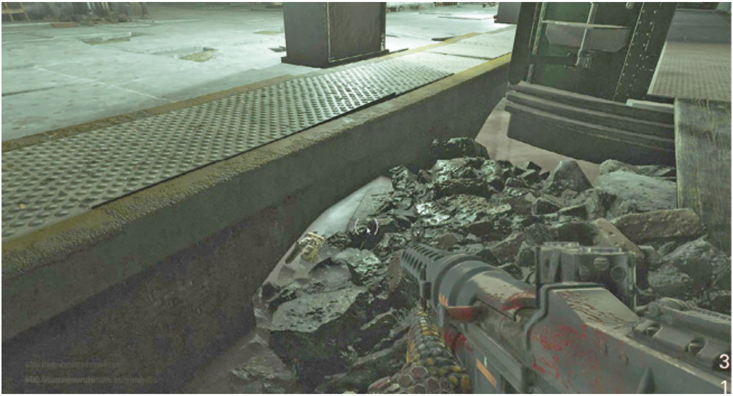
C14: Manhattan Subway

Basement Level 2, in the subway station off to the right.



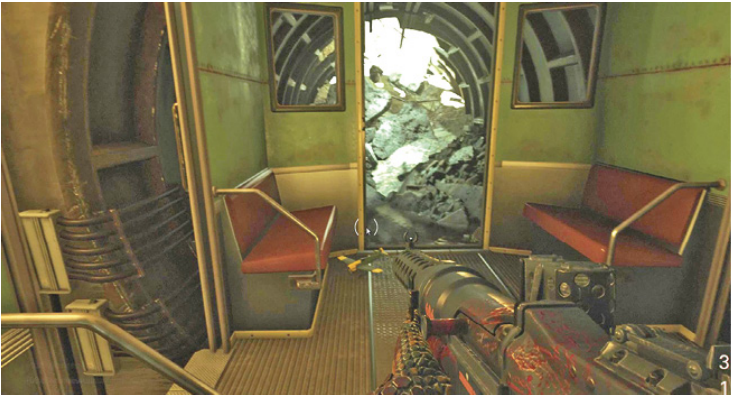
G8: Silberfisch

Basement Level 2. Move through the train on the right side of the first subway station and out the door into the tunnel.



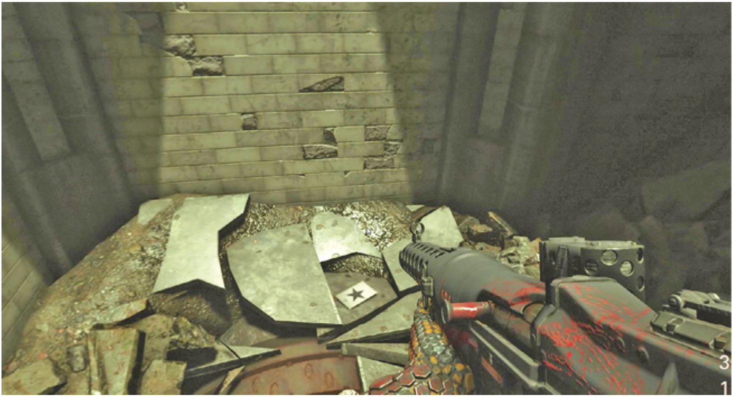
G9: Atom Elite

Basement Level 2, on the tracks on the right side of the subway station off to the right of the main line.



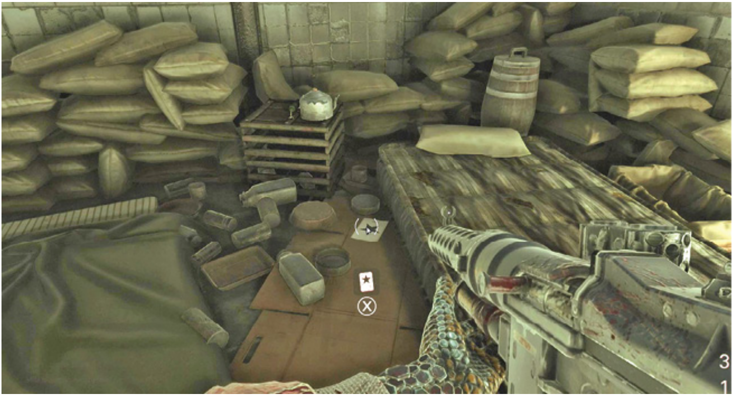
T2: Airplane

Basement Level 2, on the train in the far-right subway station.



S11: Joe Montgomery

Basement Level 2, in the subway, at the dead end. Watch out for an alligator.

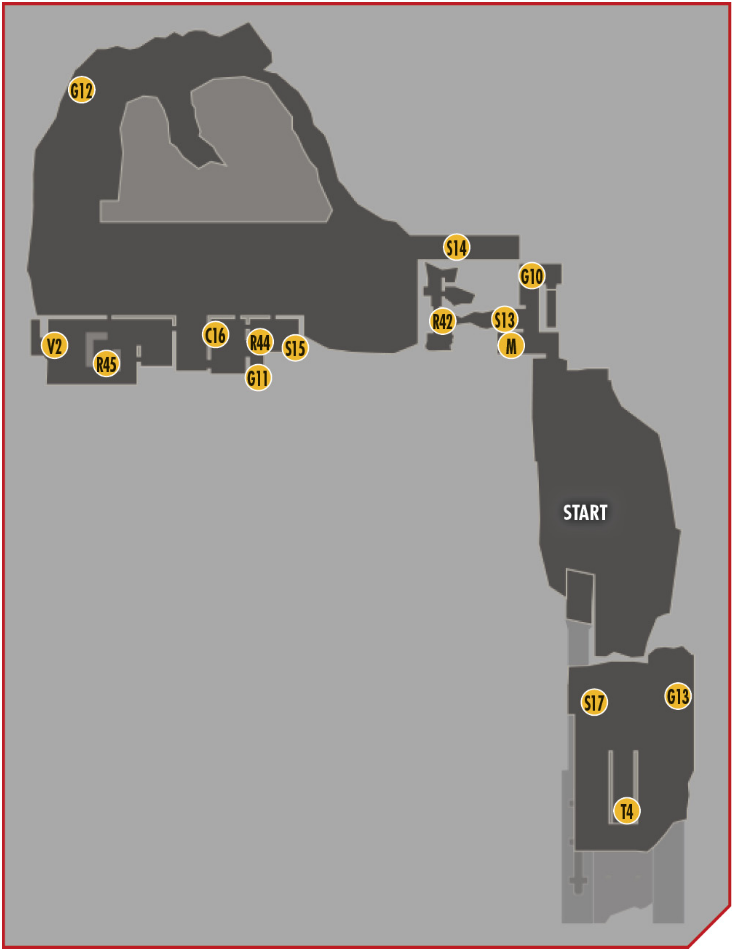


S12: Nick Court

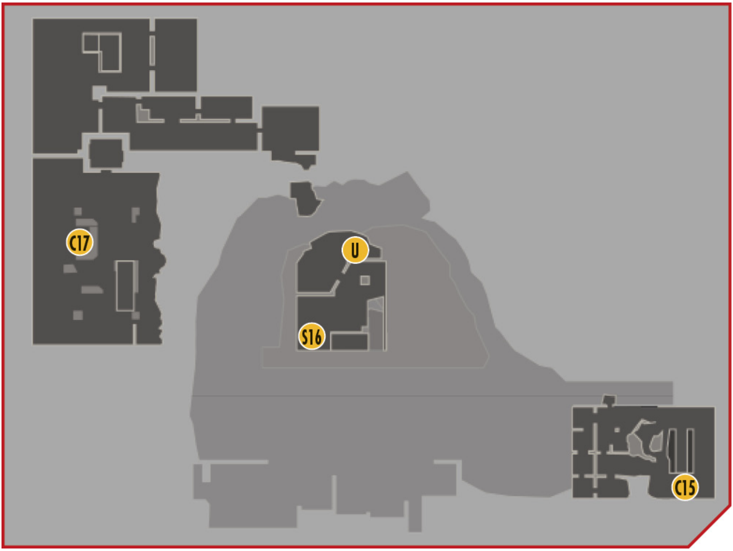
Basement Level 2, in the subway, in a sleeping area.

MIDTOWN

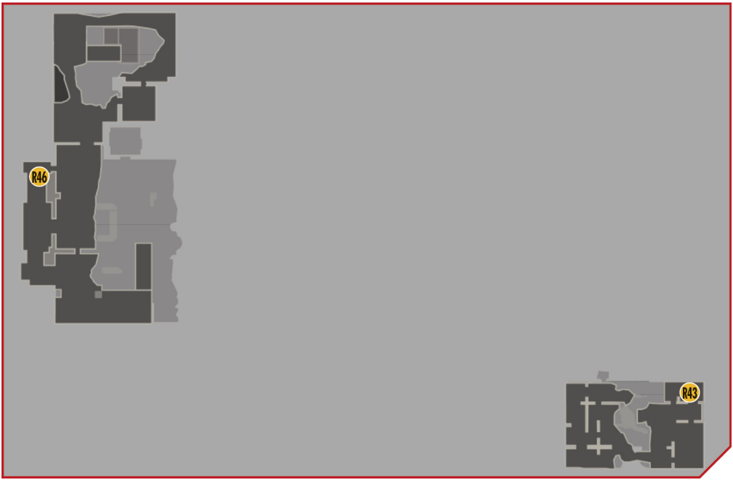
Search the ruins of Manhattan for these Collectibles.


G12
S14
G10
R42
S13
M
C16
R44
S15
V2
R45
G11
START
S17
G13
T4

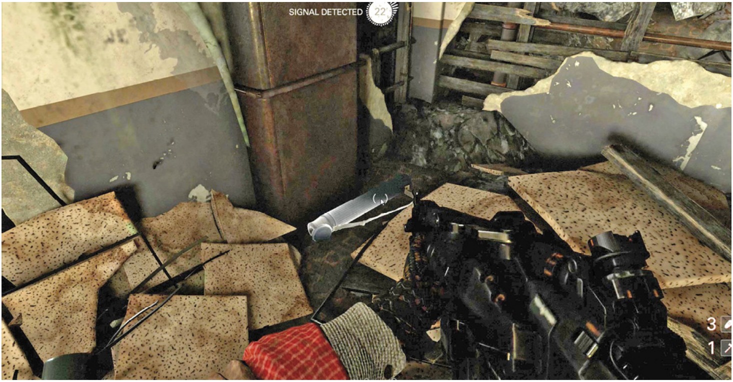
➤ *Ground Floor*


C17
U
S16
C15

➤ *2nd Floor*

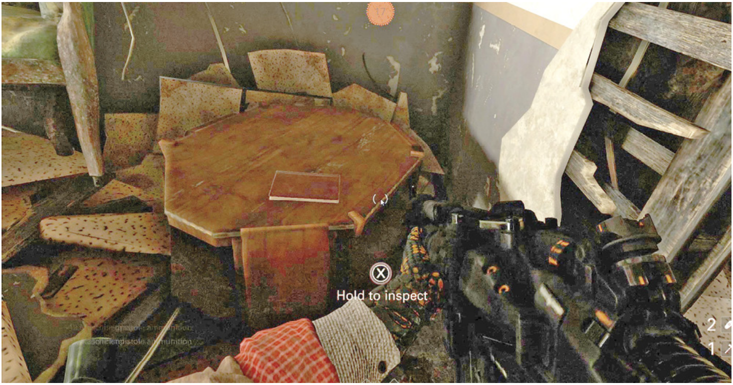


➤ *3rd Floor*


SIGNAL DETECTED
22
3
1

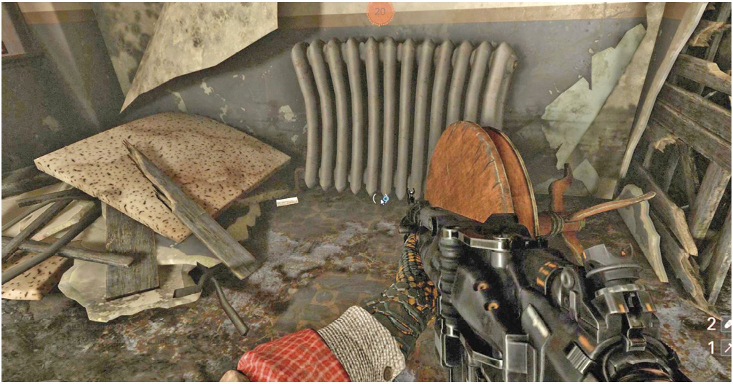
Map

Ground floor, in the first building you enter, to the left of the entrance.


17
Hold to inspect
2
1

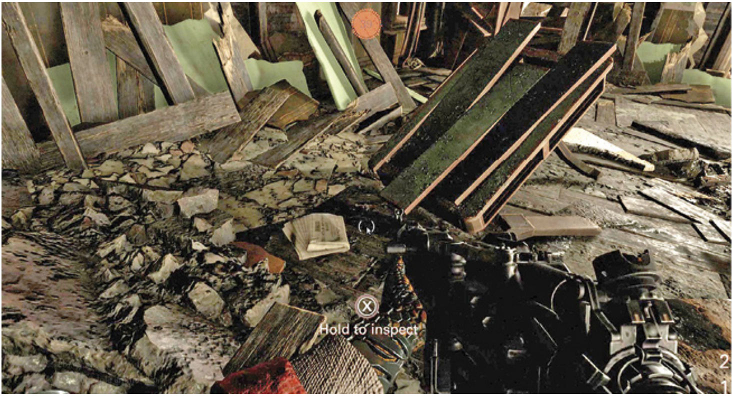
R42: Unknown Survivor’s Journal

Journal: Ground floor, in the first building.



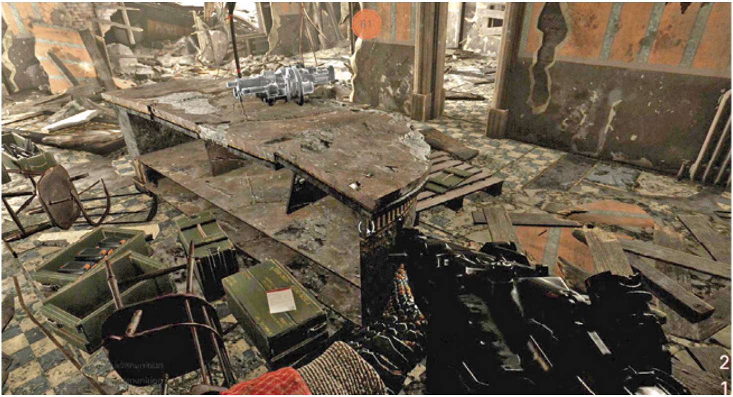
R43: Mary’s Postcard

PostCard: Third floor, in the first building.


Hold to inspect
2
1

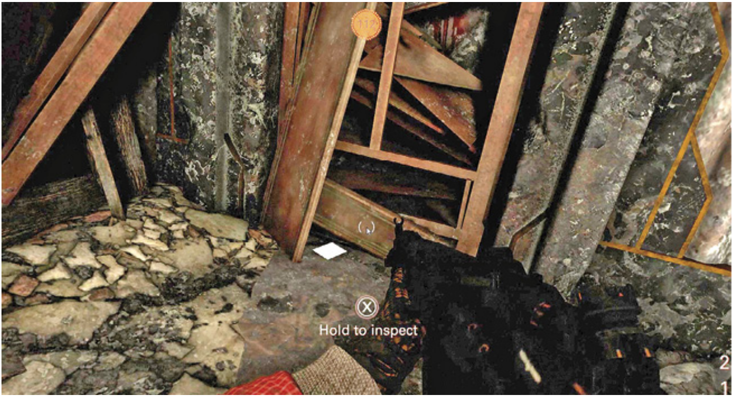
R44: “Reader: Wake Up, America!”

Newspaper: Ground floor, in a damaged building near where you fight the Zitadelle.



R45: Cook Book Recipe

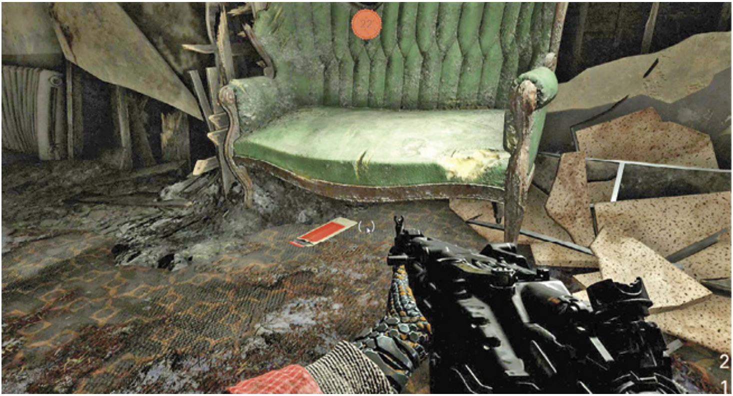
Sauerkraut Burger Recipe: Ground floor, inside a building.



112
Hold to inspect
2
1

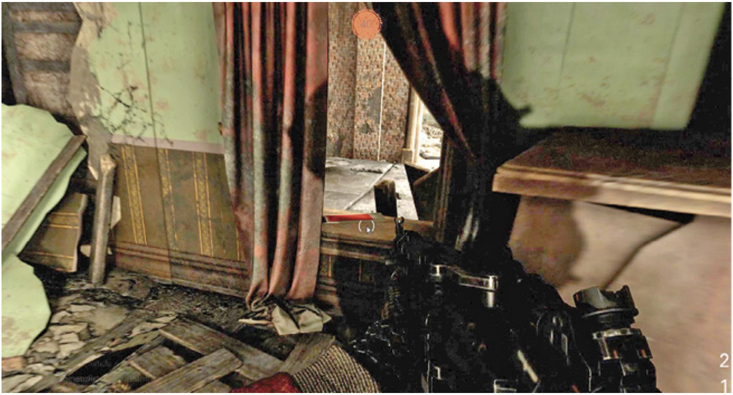
R46: Freank’s Postcard

PostCard: Third floor, in the State Building.



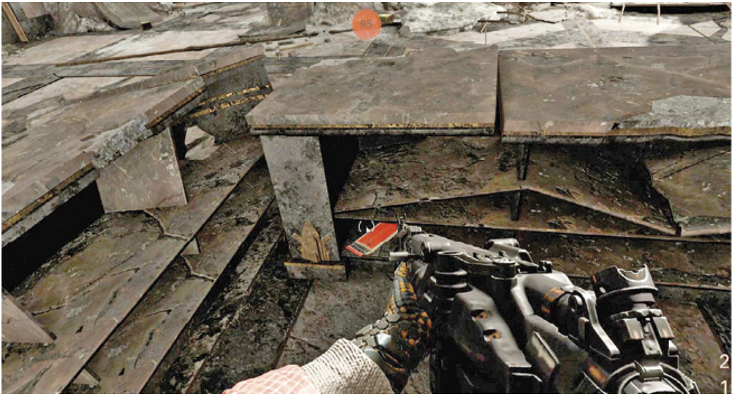
C15: Manhattan Ruins

Second floor, in the first building.



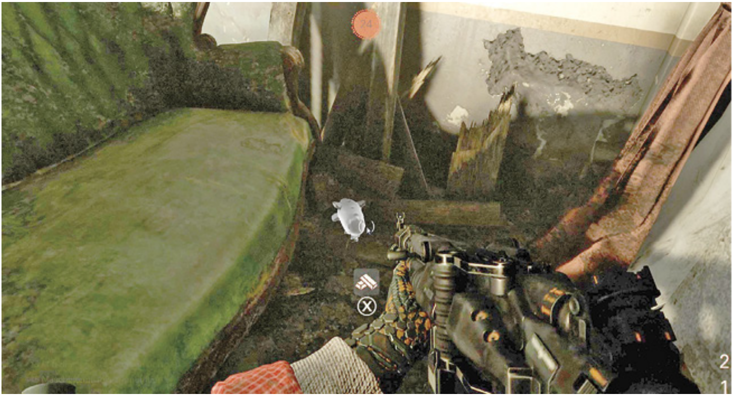
C16: Manhattan Ruins

Ground floor, on a windowsill of the building near the Zitadelle.



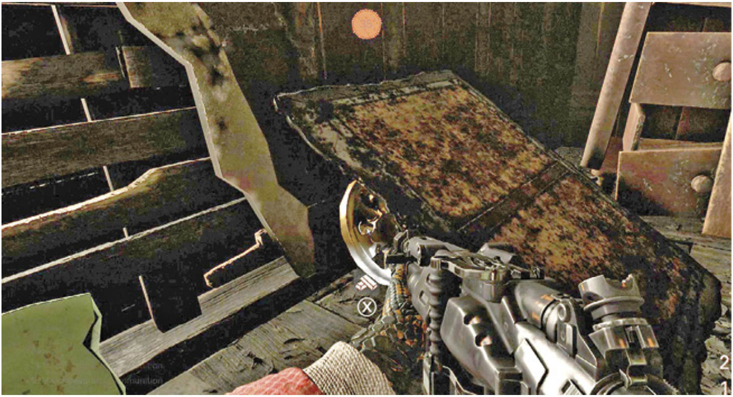
C17: State Building Entrance

Second floor, in the State Building, behind a counter.



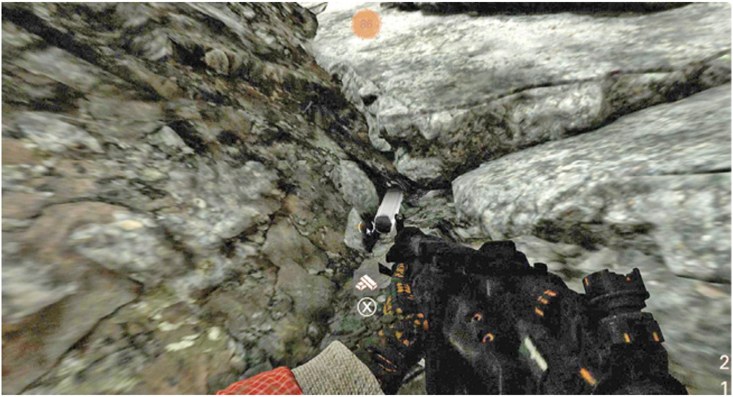
G10: Scout Zeppelin

Ground floor, in the first building, under a chair.



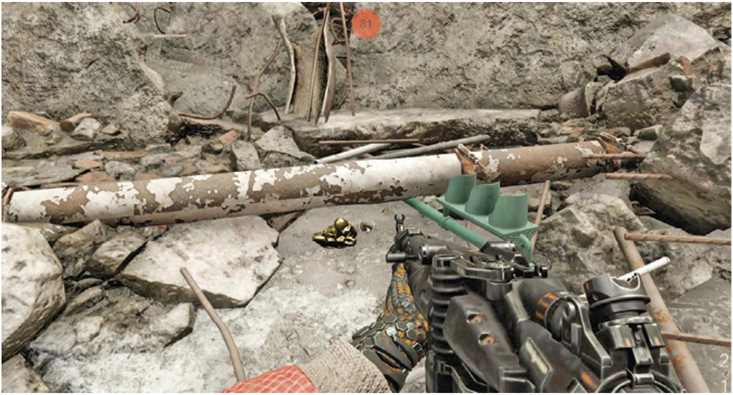
G11: Kampfhund

Ground floor, in the building near the Zitadelle, hidden behind some rubble.



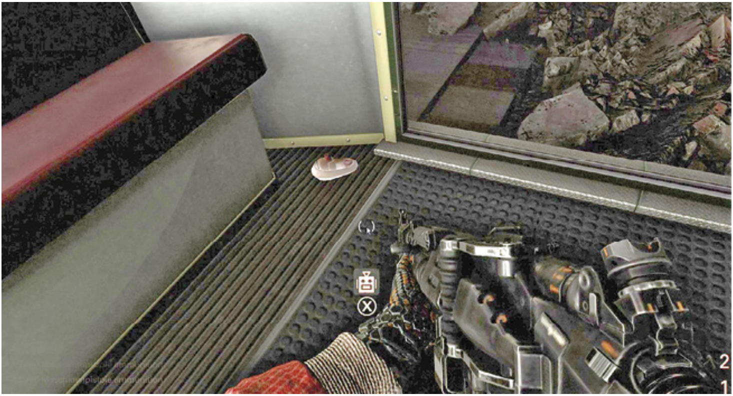
G12: Subway Train

Ground floor, in the rubble at the base of the State Building. Look carefully.



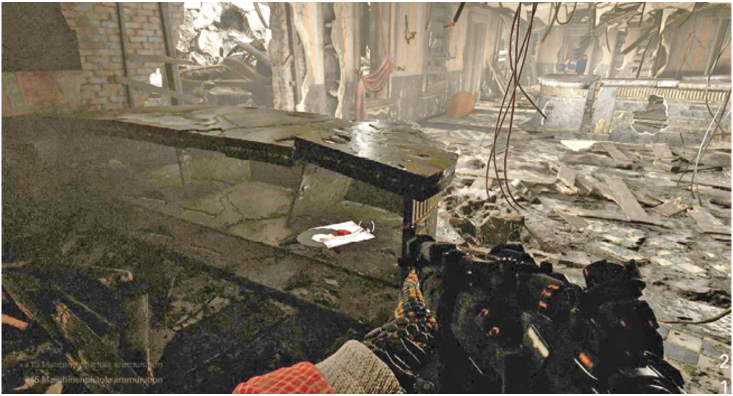
G13: Zitadelle

From where you start, move away from the first building and get up onto some higher rubble.



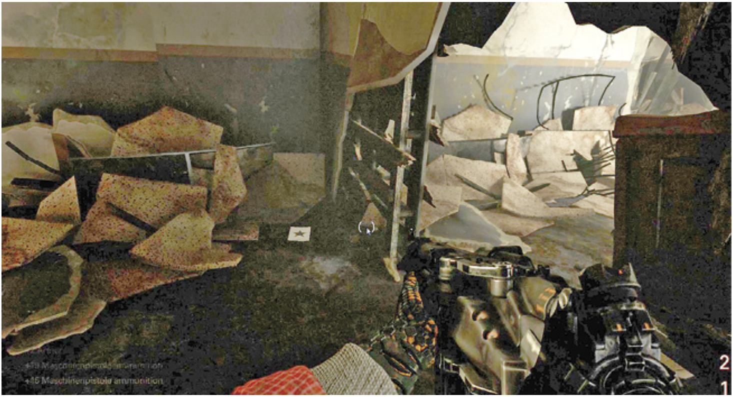
T4: Boat

Ground floor, in a subway car down in the subway station. Can only be accessed during the Überkommandant mission.


+15 Maschinenpistole ammunition
2
1

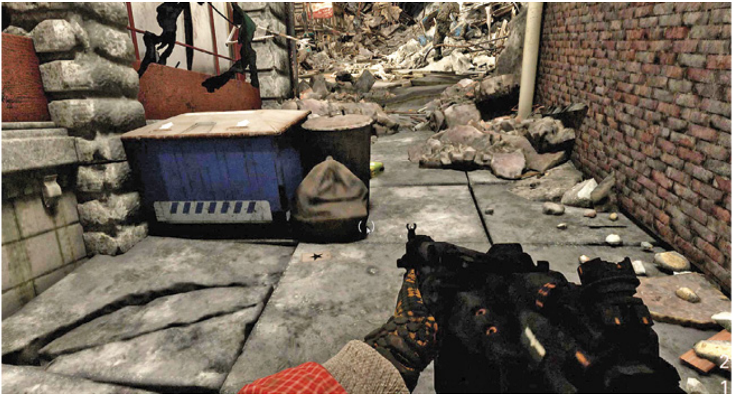
V2: Record: “Schwartz Rote Welle: Ich bin Uberall”

Ground floor, behind a counter inside a building.


+15 Maschinenpistole ammunition
2
1

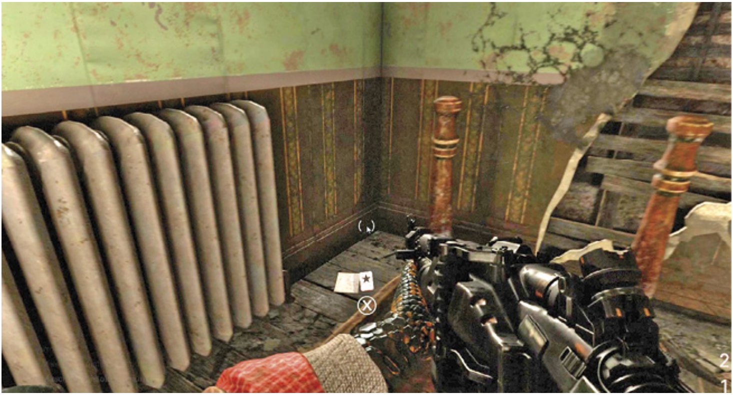
S13: Danny Jordans

Ground floor, in the first building.



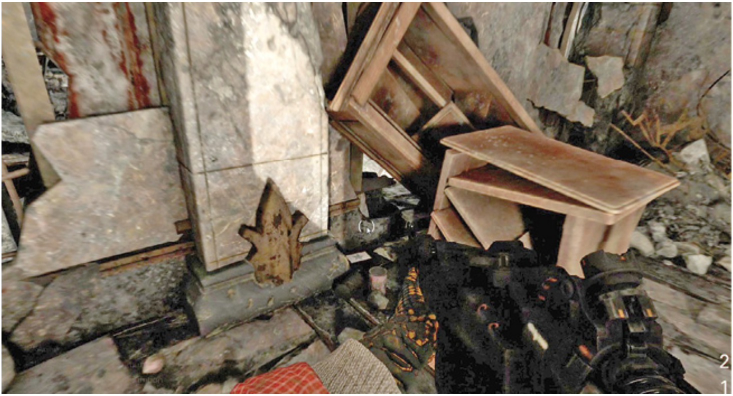
S14: Matthew Winner

Ground floor, in an alley behind the first building.



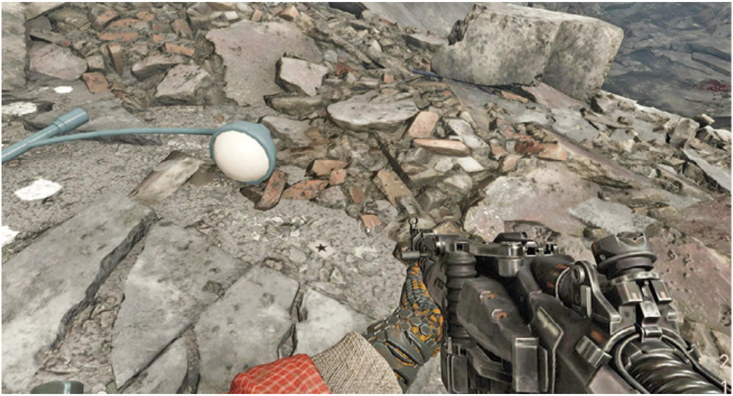
S15: Manny Saxon

Ground floor, in the building near the Zitadelle.



S16: Chris Lawrence

Second floor, at the entrance to the State Building.

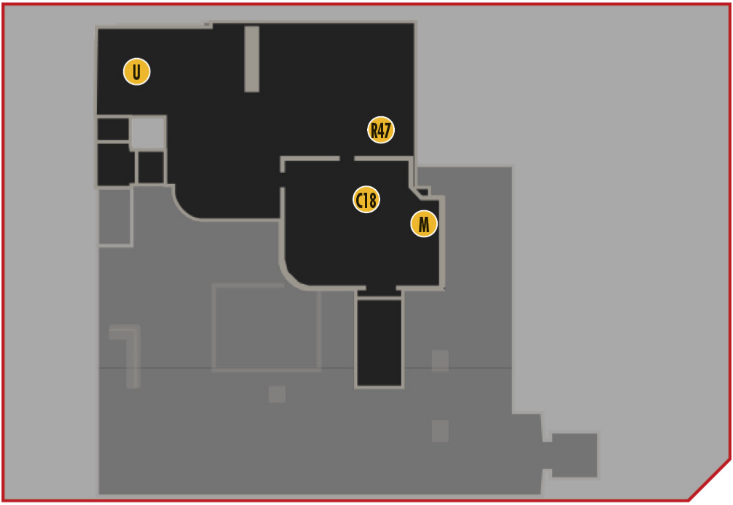


S17: Joe Loreson

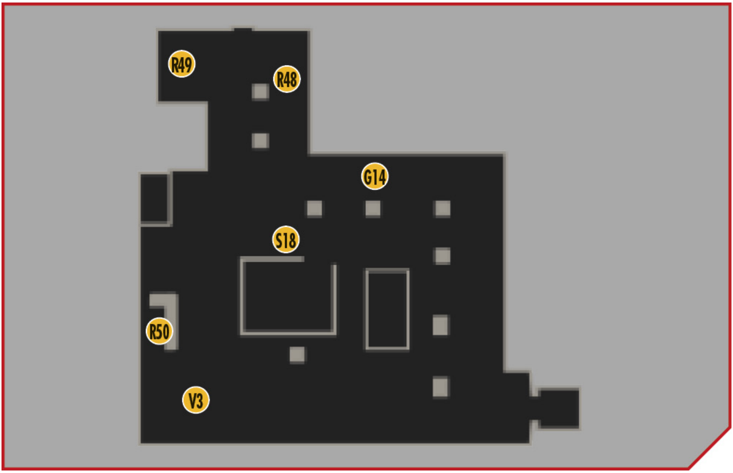
Ground floor, lying in rubble back toward the subway from the start point.

THE STATE BUILDING

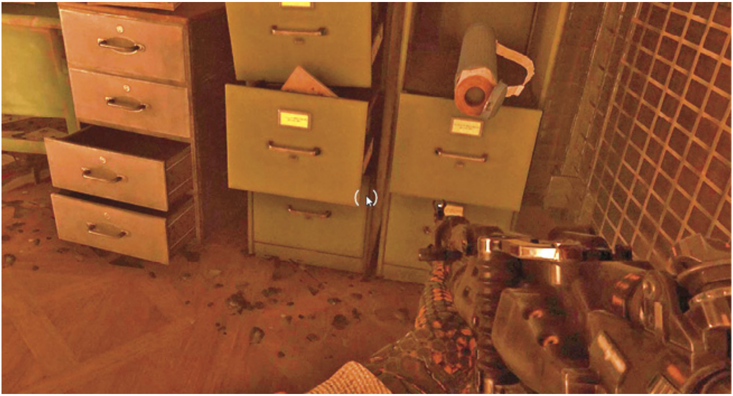
The Resistance base at the top of the State Building houses the following Collectibles.



➤ *Penthouse, Upper Level*

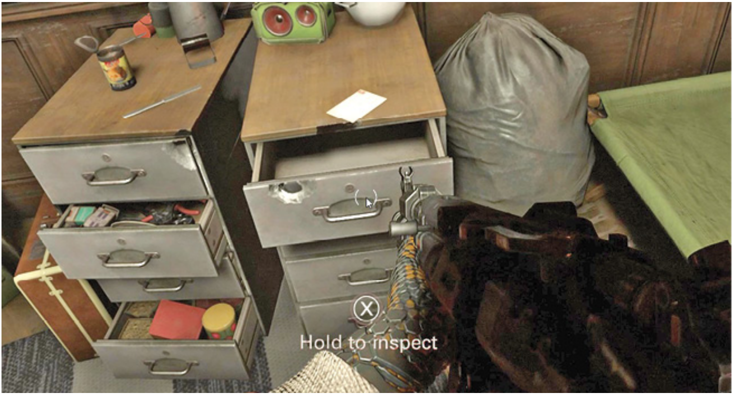

R49
R48
G14
S18
R50
V3

➤ *Penthouse, Lower Level*



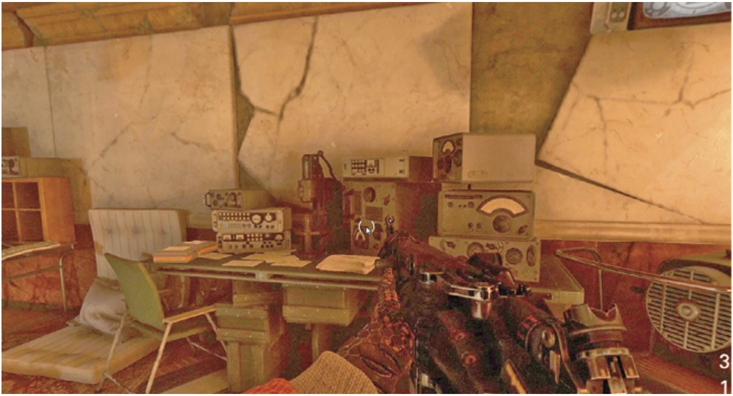
Map

Upper level, in a file cabinet.


X
Hold to inspect

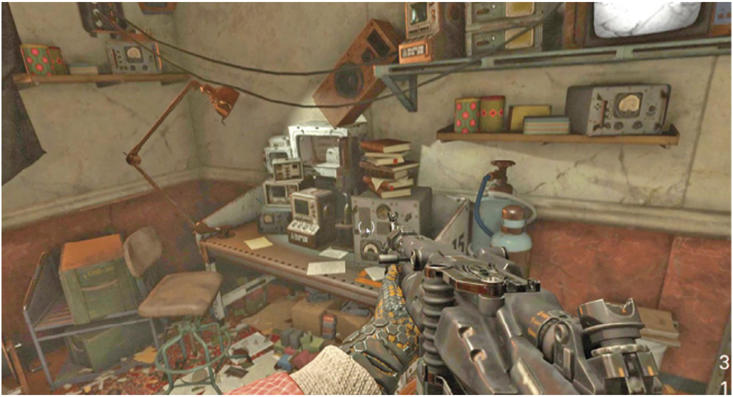
R47: Clarence's Letter

Letter: Upper level, on a small table.



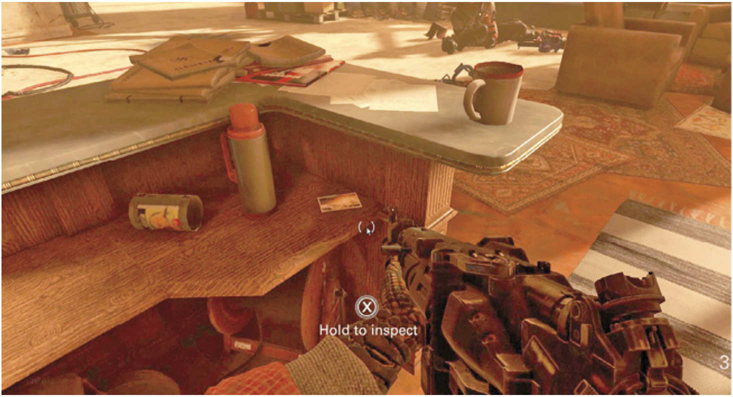
R48: “Grace Walker Acquitted of Murder Charge”

Newspaper: Lower level, on a desk.



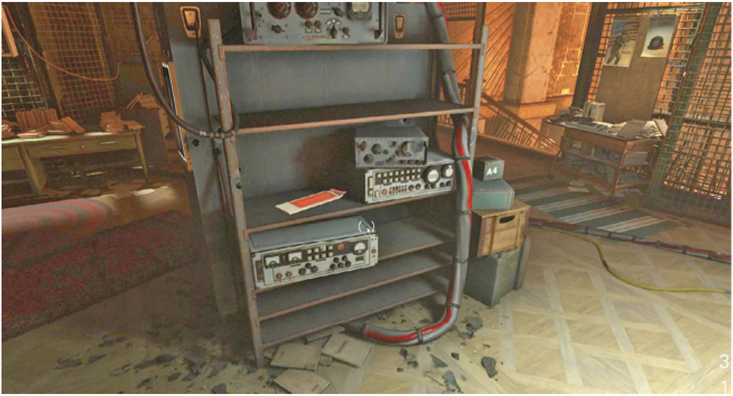
R49: Grace’s Speech Manuscript

Notes: Lower level, on a desk.


Hold to inspect
3

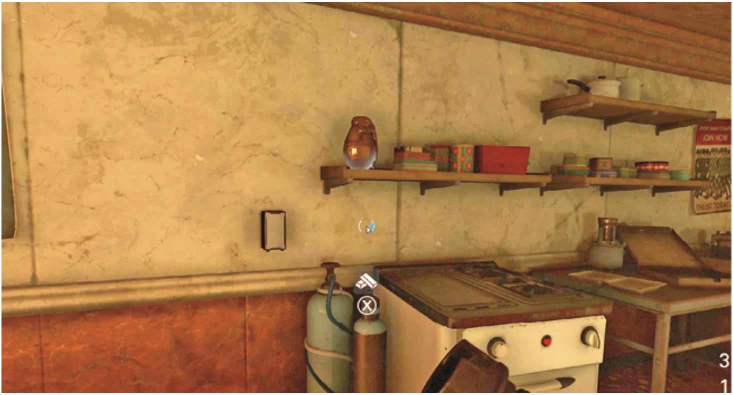
R50: Joe's Postcard

PostCard: Lower level, hidden behind a counter.



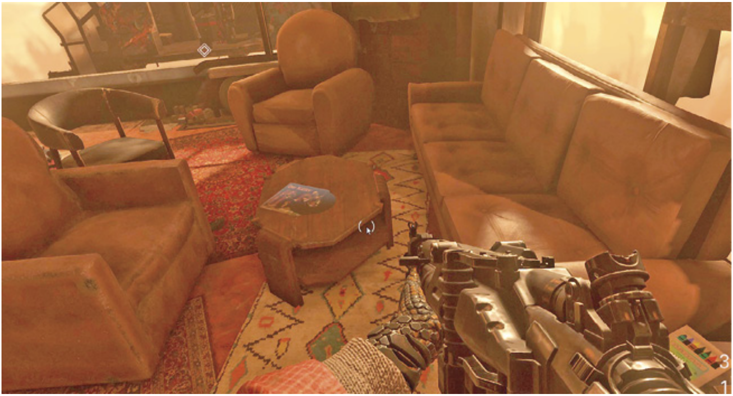
C18: State Building and Penthouse

Upper level, in the cage.


JOIN NOW
ENLIST TODAY!
3
1

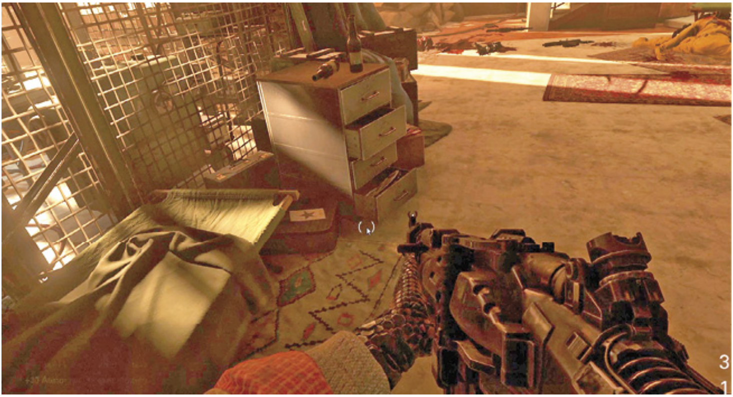
G14: Grace

Lower level, on a shelf.



V3: Record: “Die Kafer: Changeover Day”

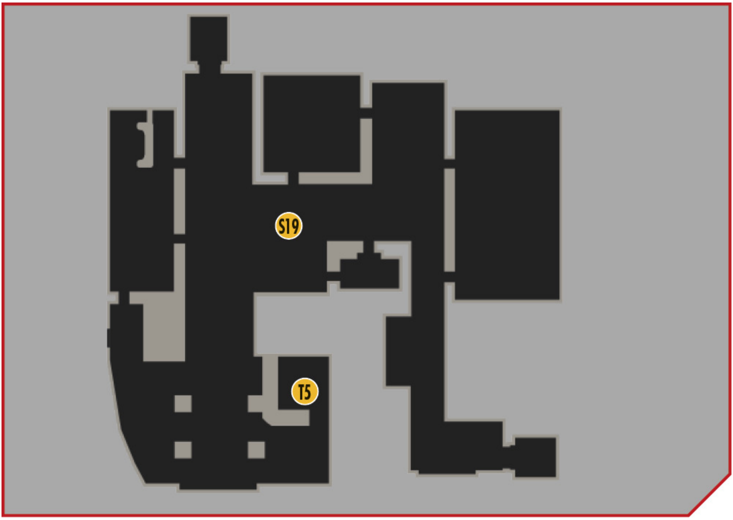
Lower level.



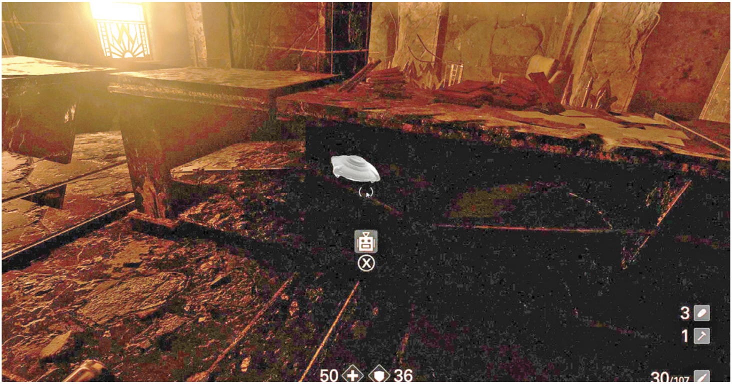
S18: Dale Mitchelson

Lower level, just outside the cage.

ÜBERKOMMANDANT MISSION: MANHATTAN STATE BUILDING

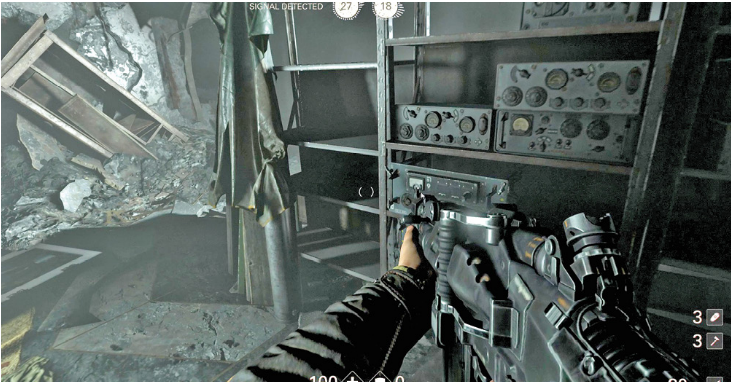


➤ *Penthouse, Basement Level*


3
1
50
36
30/107

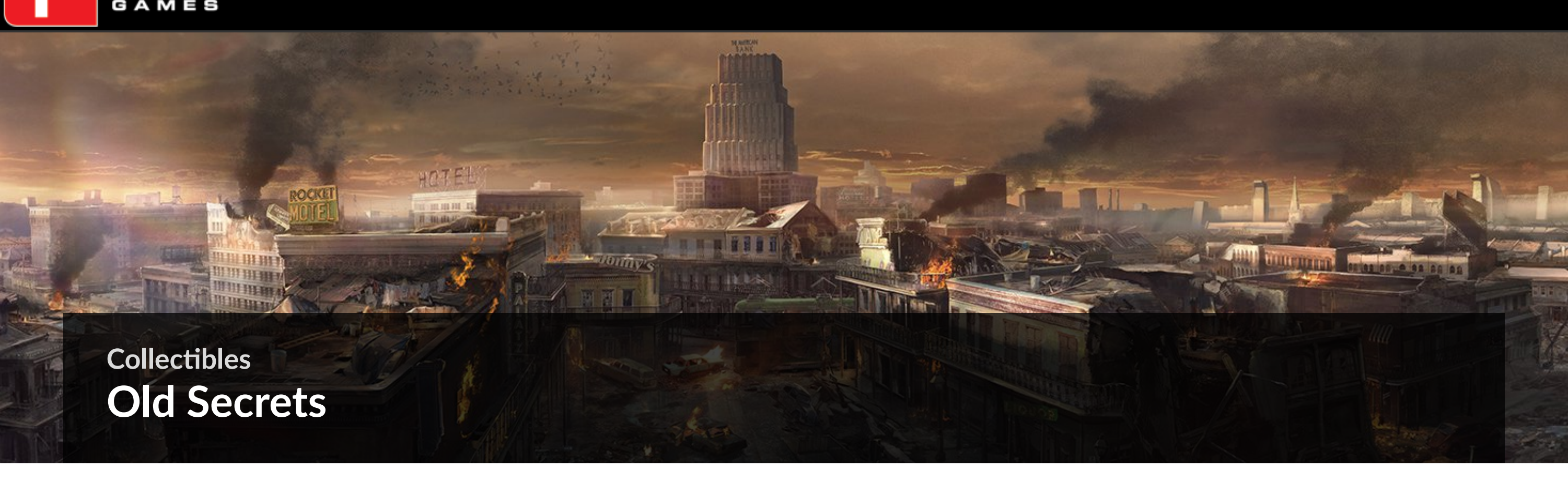
T5: Flying Saucer

Basement level, behind a counter.


SIGNAL DETECTED
27
18
3
3

S19: Chris Kind

Basement level, on a row of shelves.

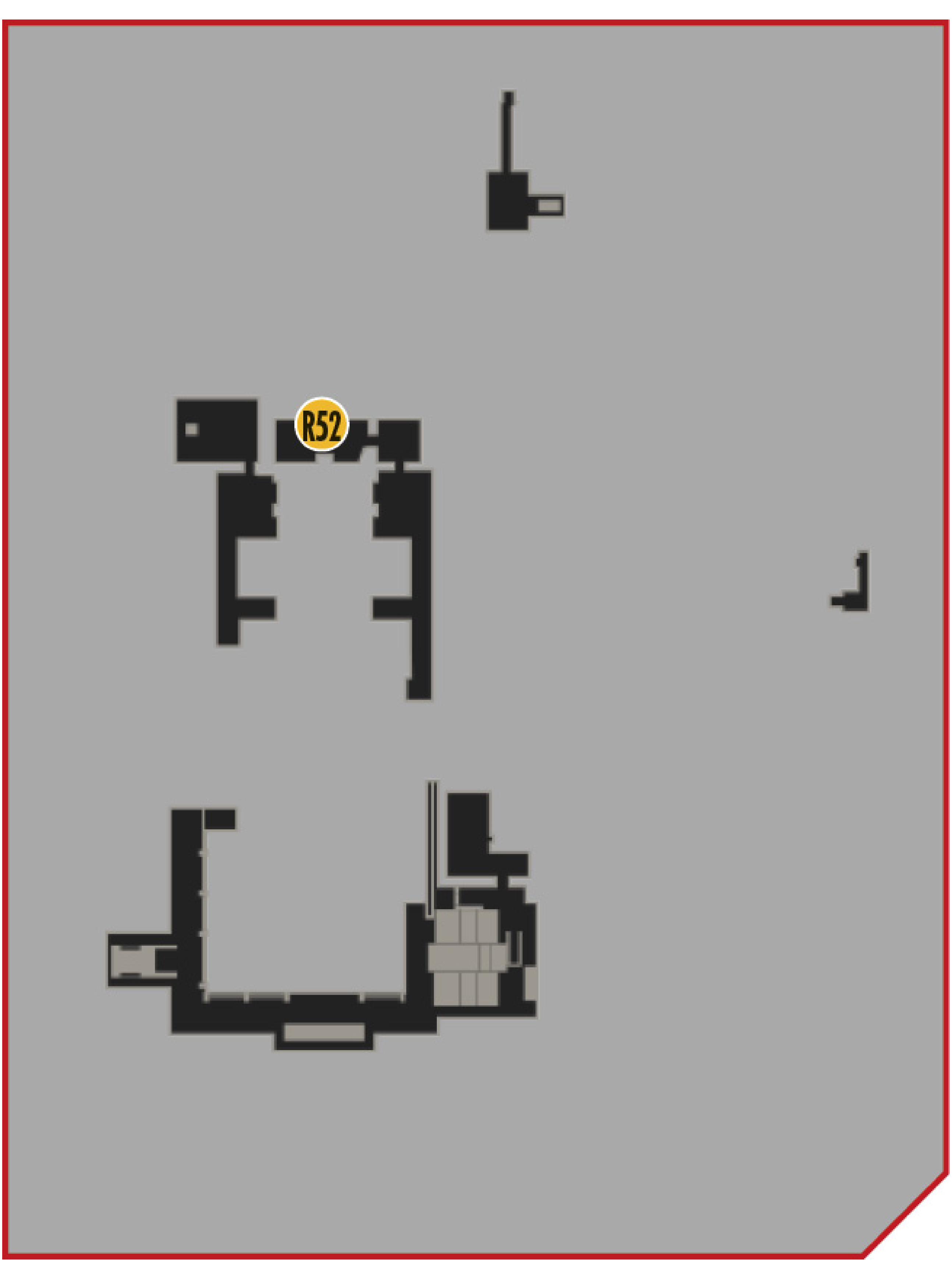


Collectibles

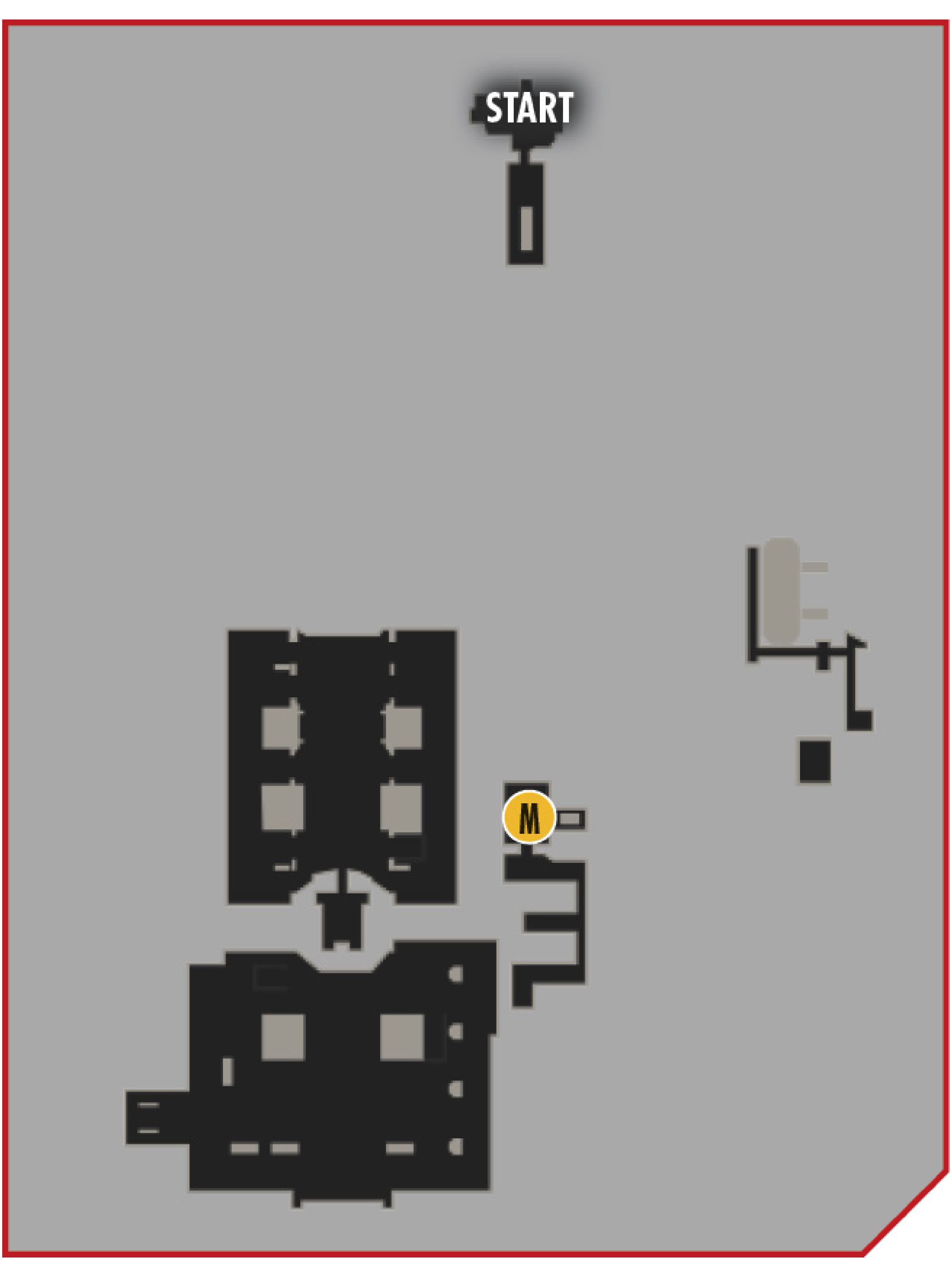
Old Secrets

A NEW HOME, SECTION F REVISITED

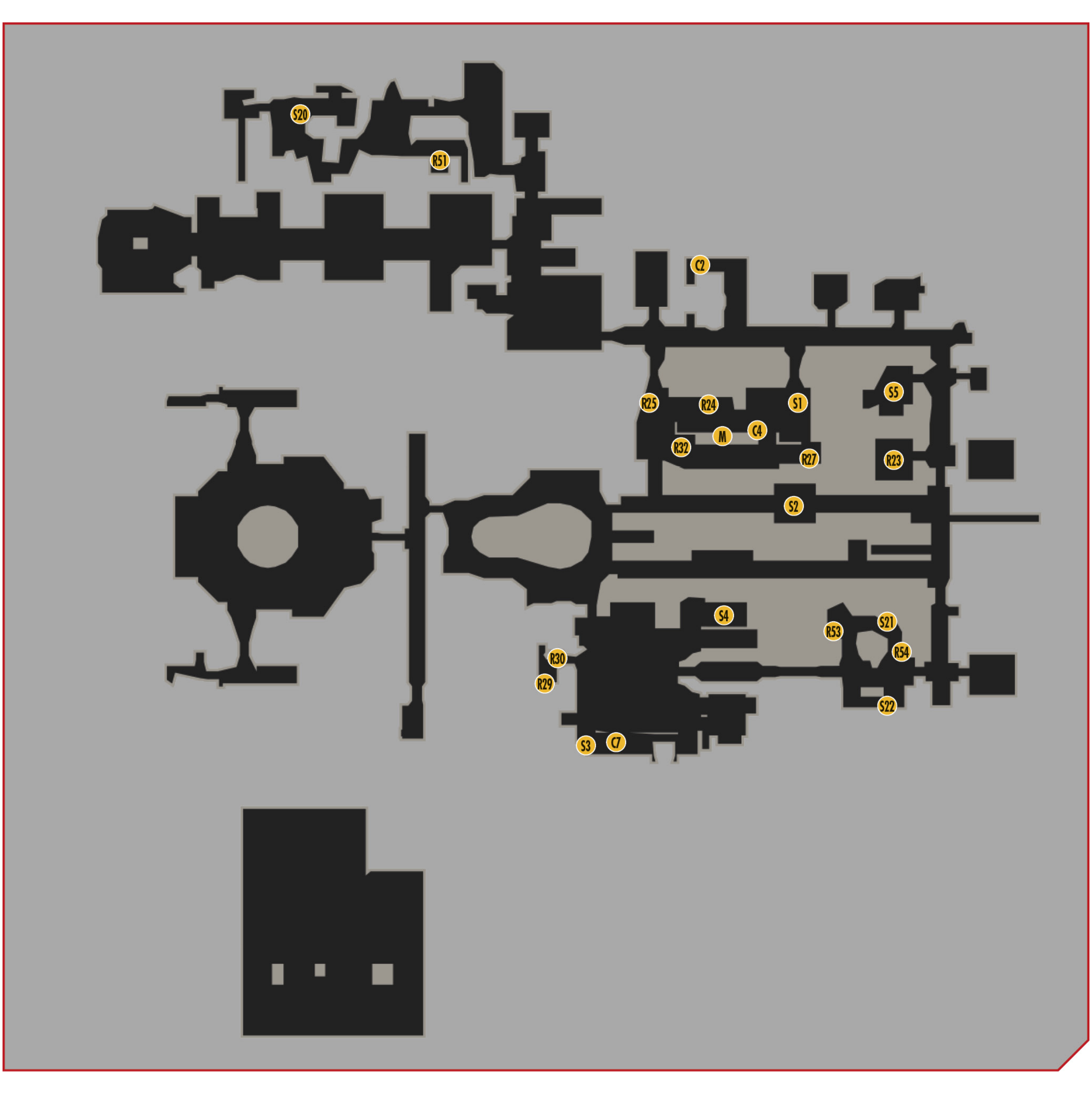
Look for these Collectibles when you go down into Section F to retrieve the nuclear warhead.



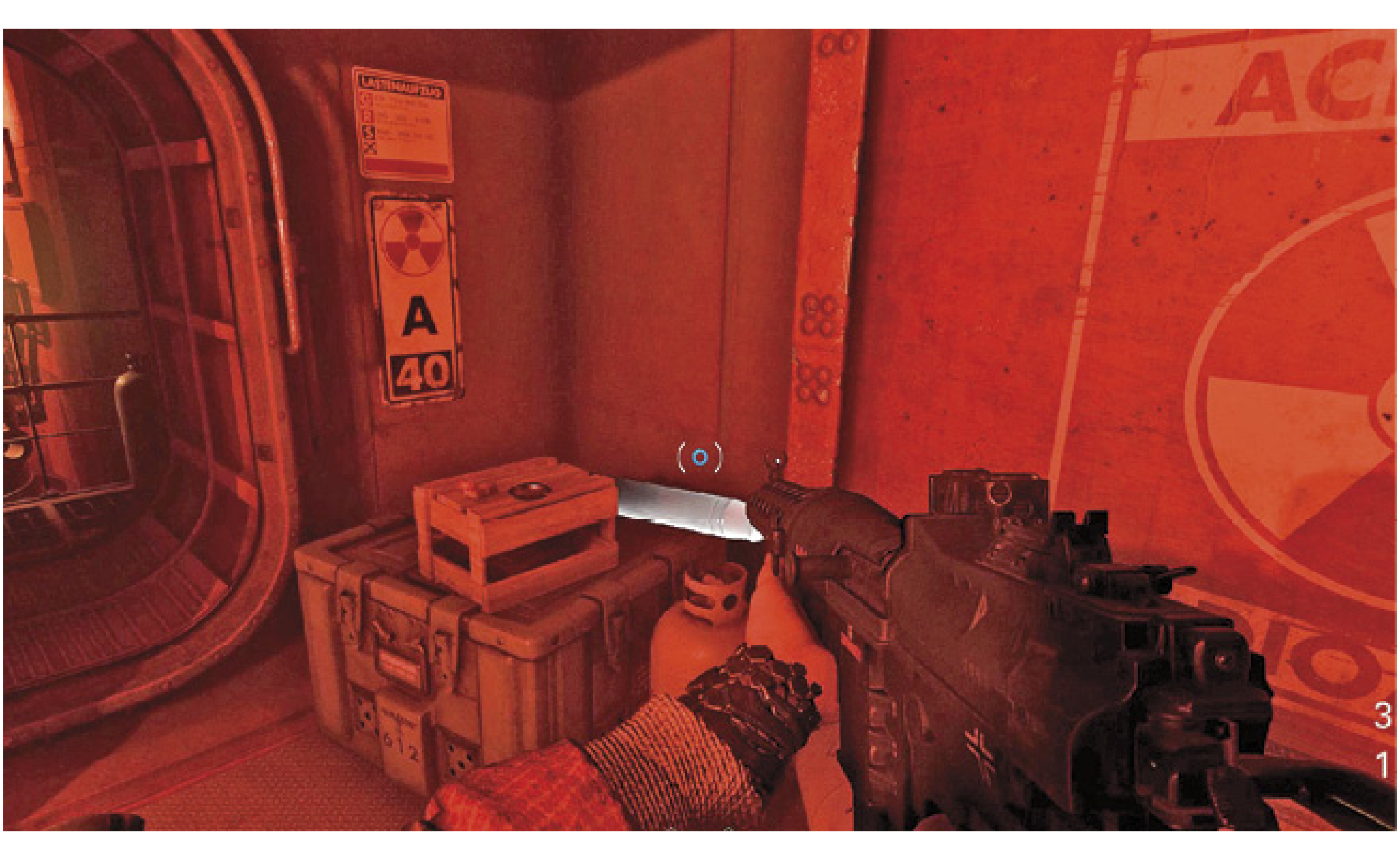
➤ Section F, Level 4



➤ Section F, Level 3

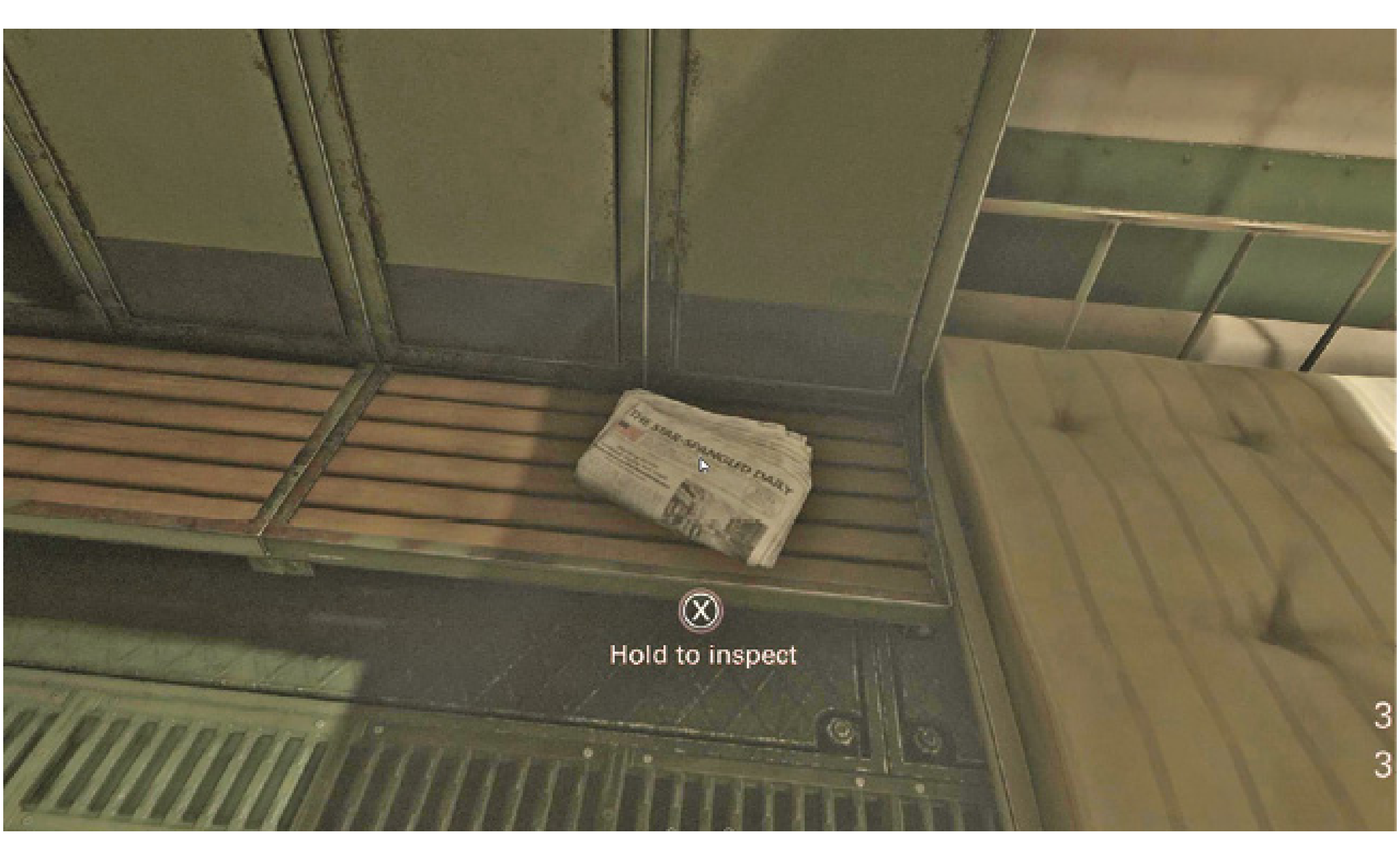

S20
R51
C2
R25
R24
S1
S5
M
C4
R32
R27
R23
S2
S4
S21
R53
R54
R30
R29
S22
S3
C7

➤ Evas Hammer, Ground Floor



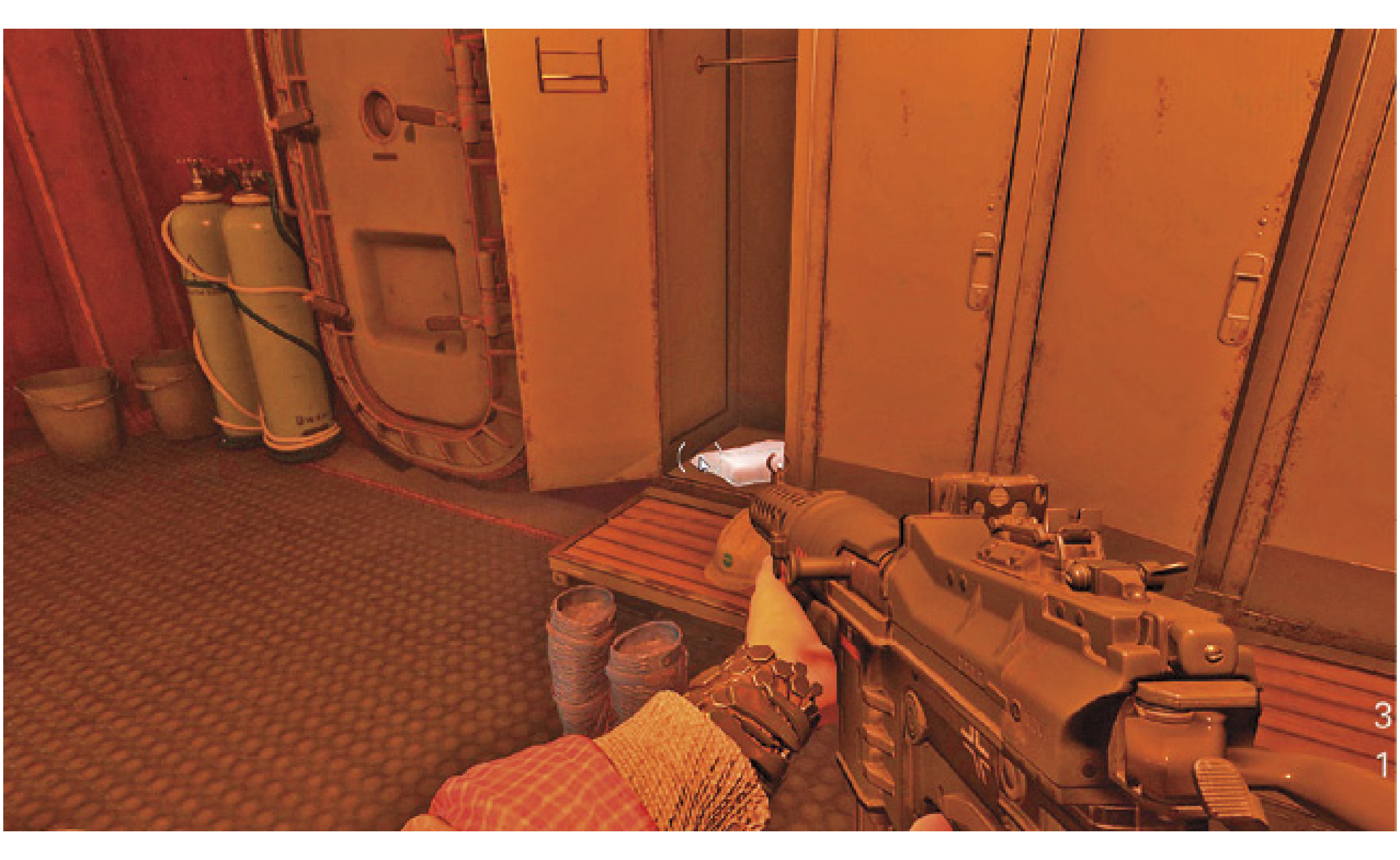
Map

Level 3, after you do some swimming and climb a ladder.


Hold to inspect

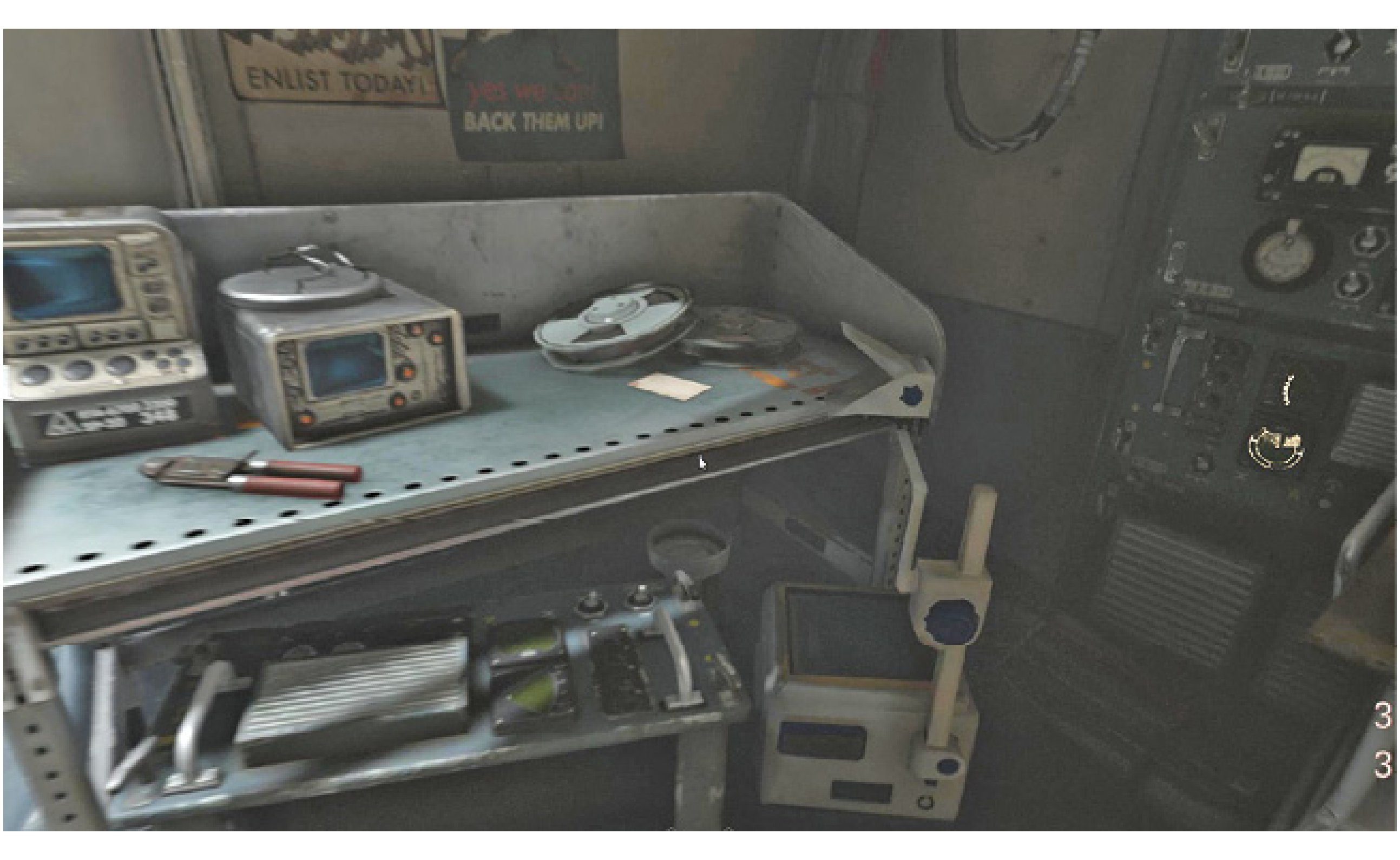
R51: "Research Shows German Best Language"

Newspaper: Ground floor, near a locker in the shooting gallery. This area is unlocked when you reach this mission.



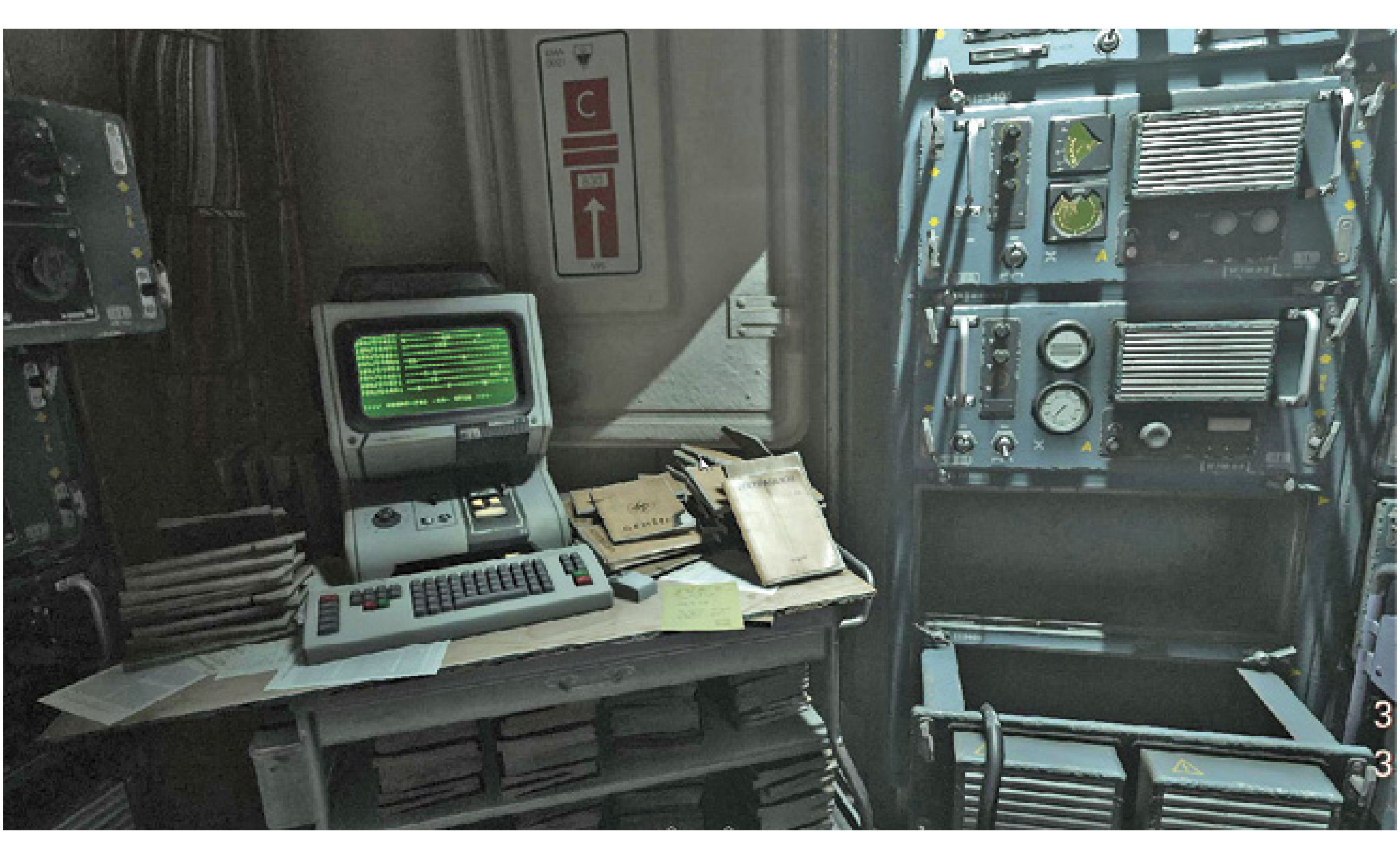
R52: "'Blitzmensch' in Real Life"

Newspaper: Level 4, inside a locker in a control room.



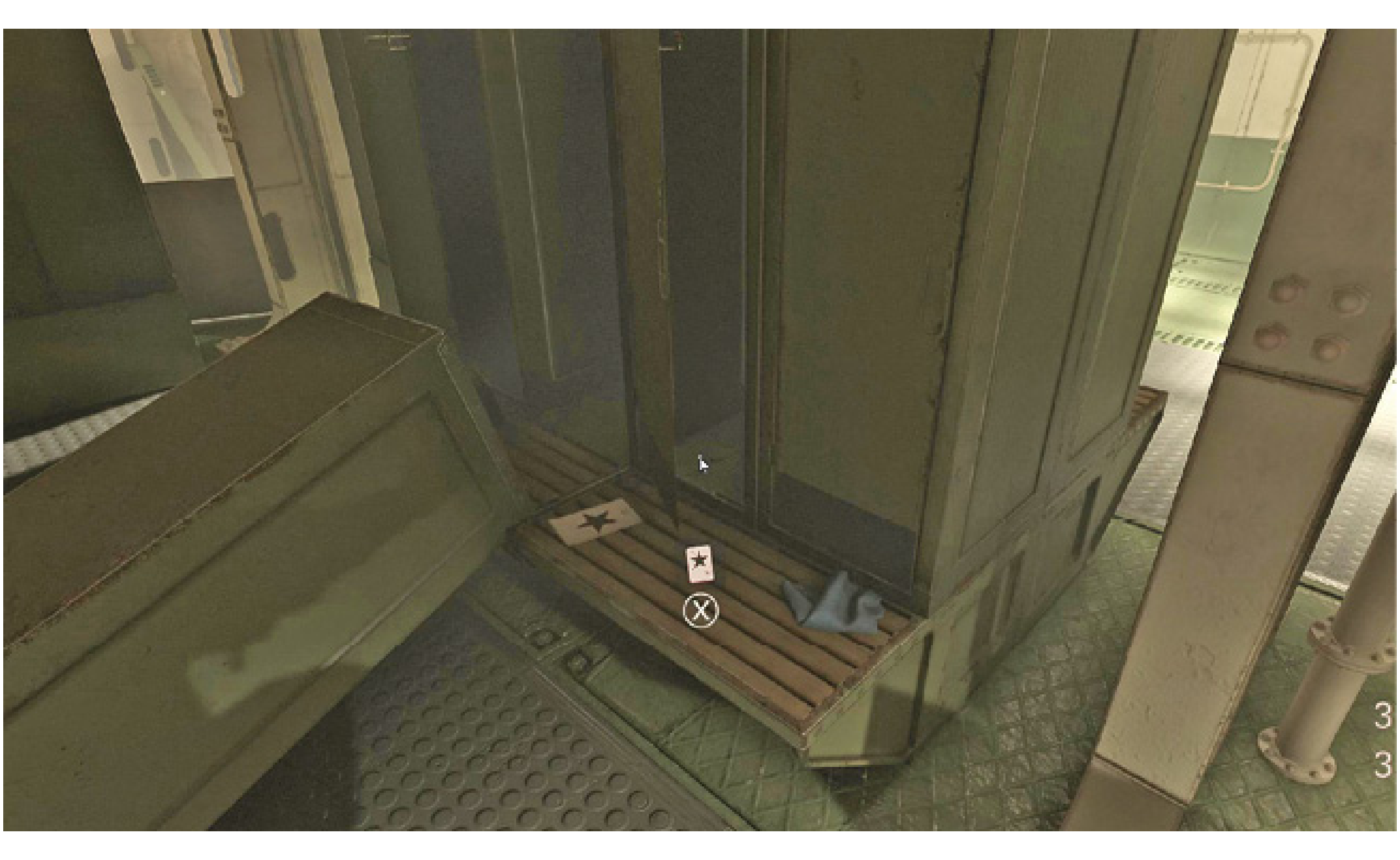
R53: Albert's Letter

Letter: Ground floor, in Hackers Central.



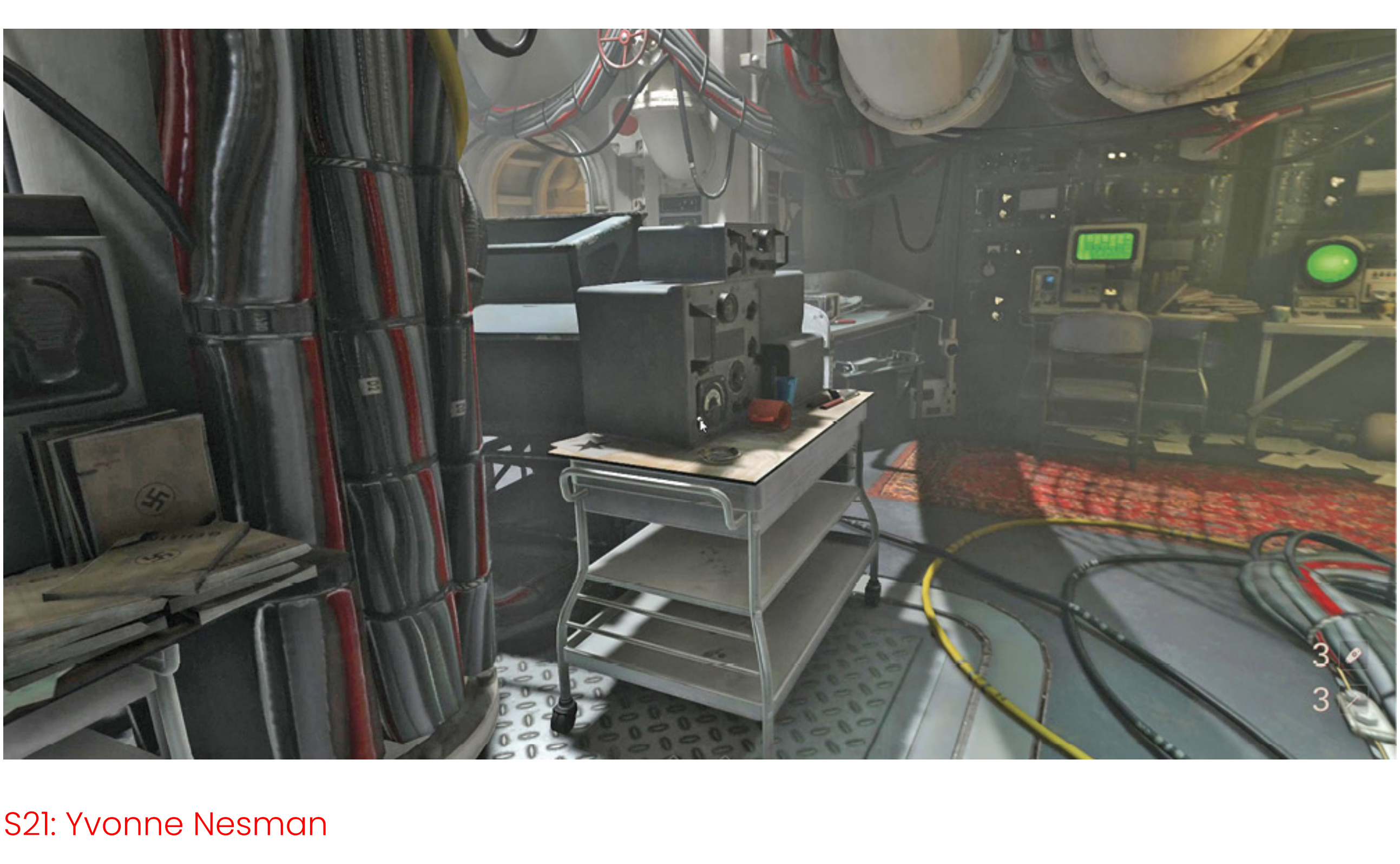
R54: Sigrun's Diary

Diary: Ground floor, in Hackers Central.



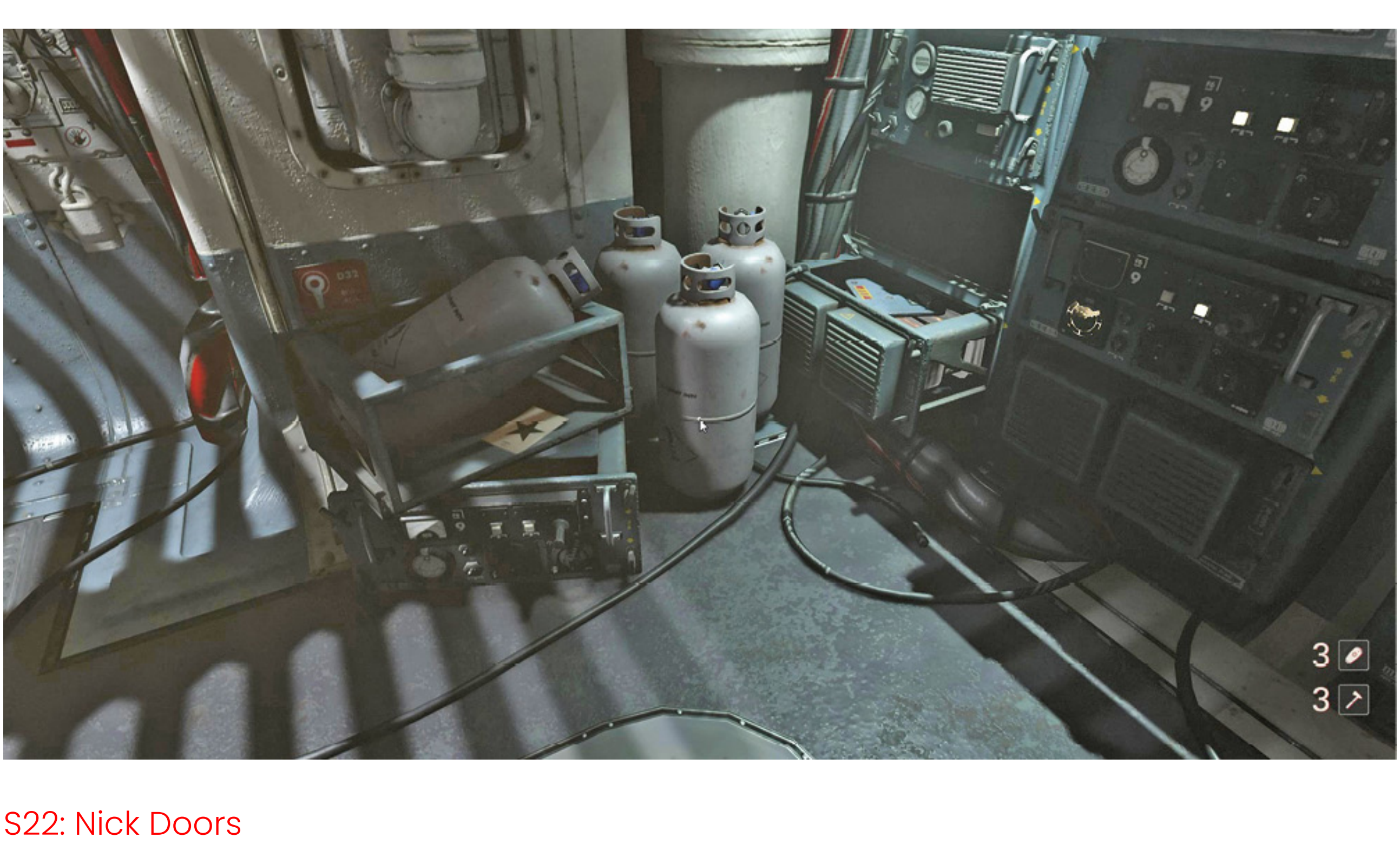
S20: Ayden McWood

Ground floor, in the shooting gallery.



S21: Yvonne Nesman

Ground floor, in Hackers Central.



S22: Nick Doors

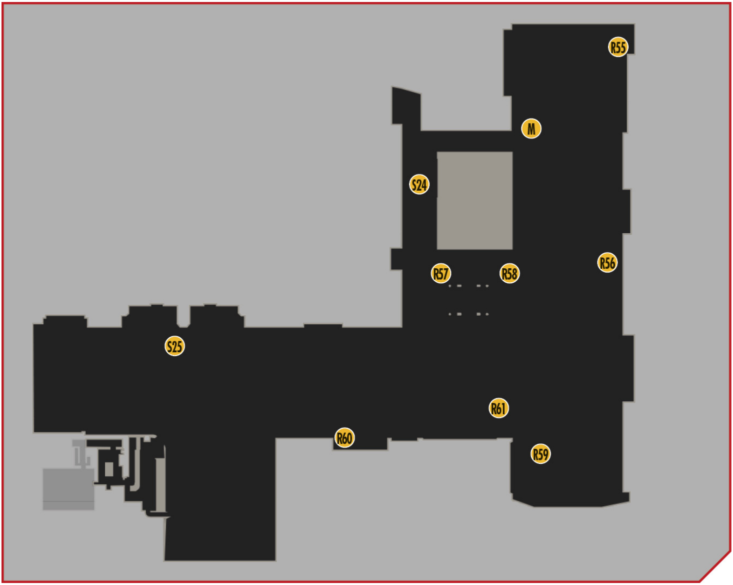
Ground floor, in Hackers Central.

Collectibles

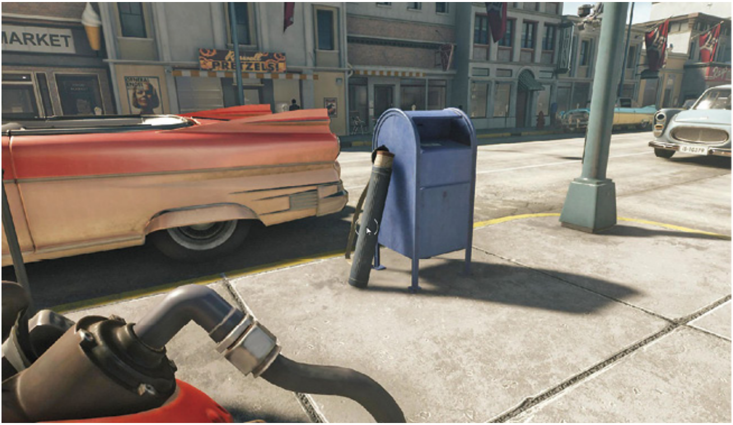
Roswell

ROSWELL CITY

Before entering the diner, search the streets and storefronts of Roswell City to find these Collectibles.

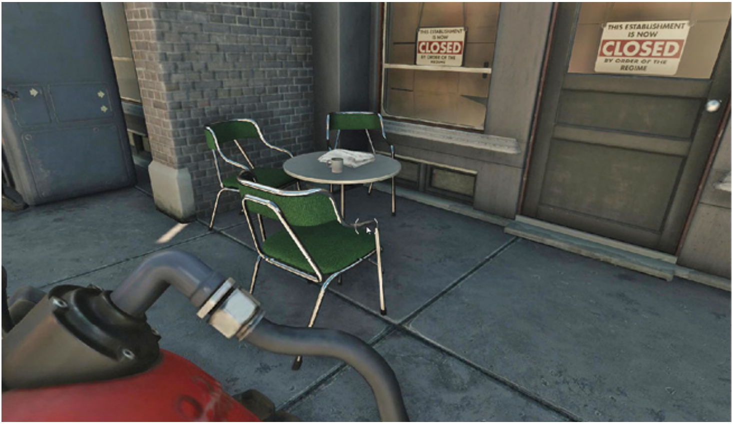

R55
M
S24
R56
R57
R58
S25
R61
R60
R59

➤ *Roswell City*


MARKET
PRETZELS

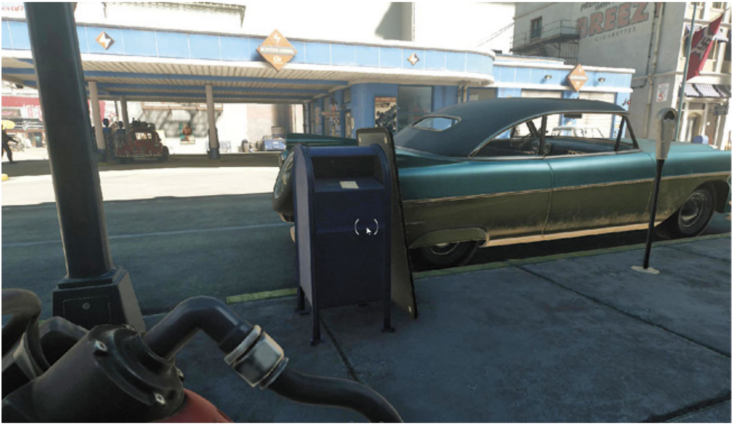
Map

Near where you start the level, leaning against a mailbox.


THIS ESTABLISHMENT IS NOW CLOSED BY ORDER OF THE REGIME
THIS ESTABLISHMENT IS NOW CLOSED BY ORDER OF THE REGIME

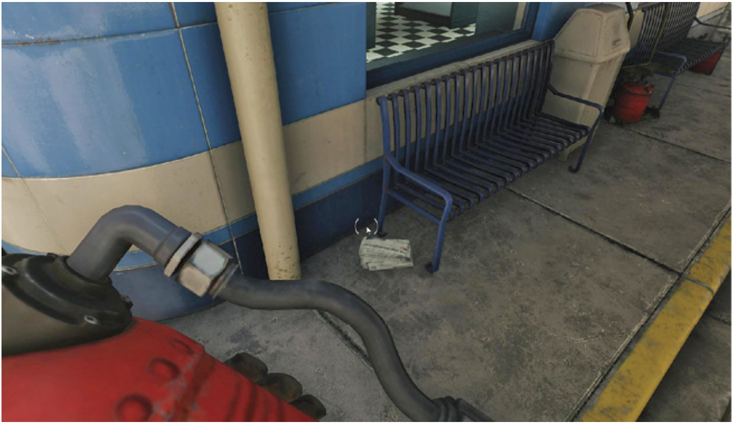
R55: “One Year Until the Great Changeover Day!”

Newspaper: On a table on the sidewalk.



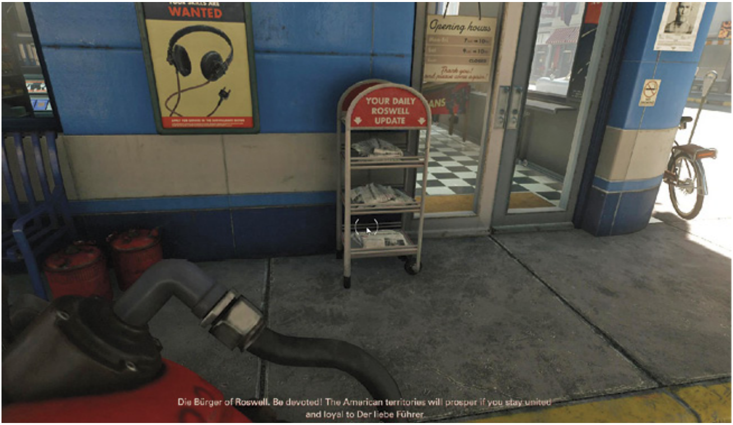
R56: Logan's Letter

Letter: On a mailbox across from the gas station.



R57: "Reich Media Most Honest in History!"

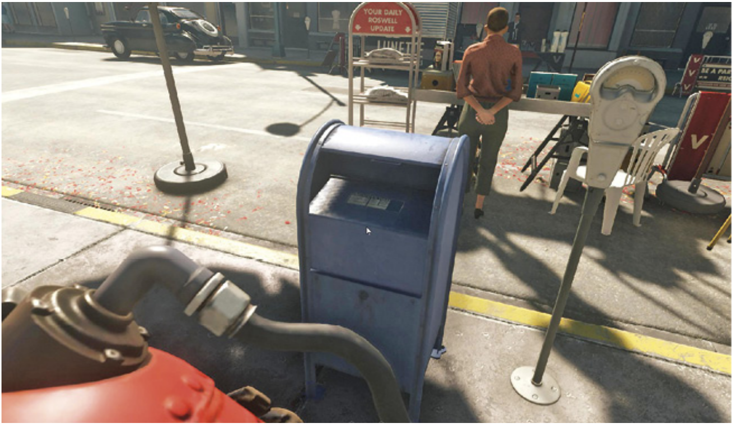
Newspaper: Beneath a bench at the gas station.


WANTED
Opening hours
Thank you! and please come again!
YOUR DAILY ROSWELL UPDATE

Die Bürger of Roswell. Be devoted! The American territories will prosper if you stay united and loyal to Der liebe Führer.

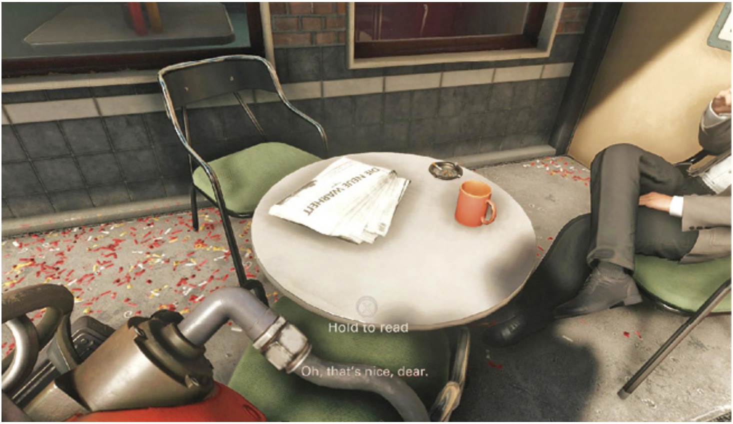
R58: “Roswell Cinema Schedule”

Newspaper: On a news rack.


YOUR DAILY ROSWELL UPDATE
V

R59: Emilia’s Postcard

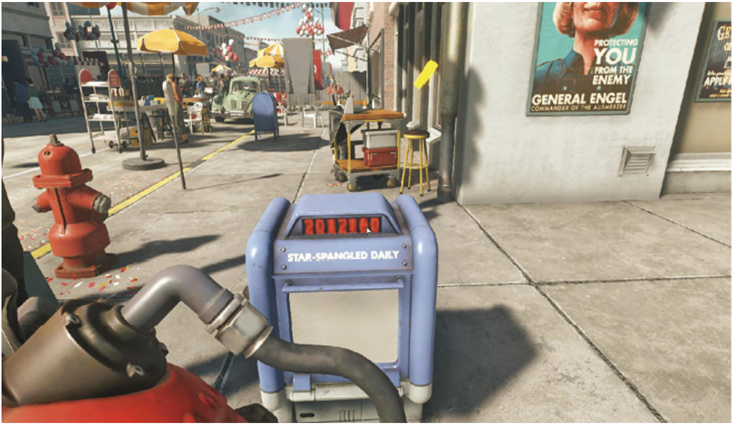
PostCard: On a mailbox.


Hold to read

Oh, that's nice, dear.

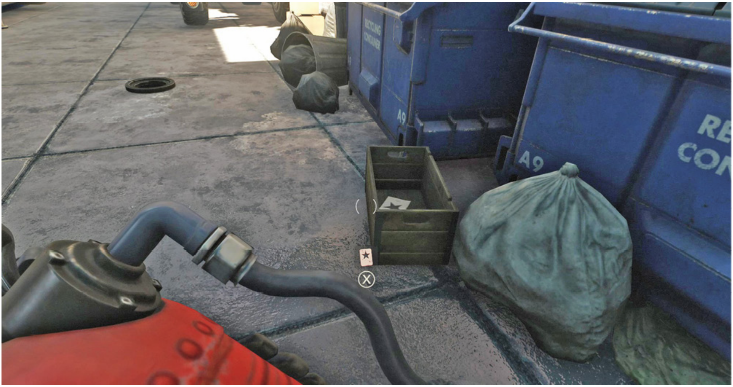
R60: “Book Review of ‘The Trumbauer Journals”

Newspaper: On a table at a sidewalk eatery.


PROTECTING
YOU
FROM THE
ENEMY
GENERAL ENGEL
COMMANDER OF THE AUSMERZER
2012160
STAR-SPANGLED DAILY

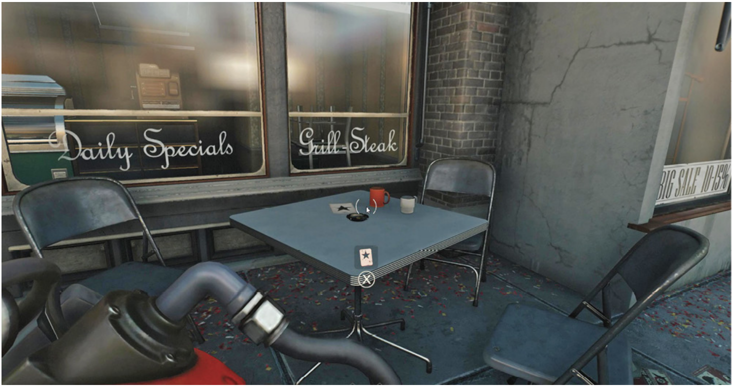
R61: “Victory Day Parade Biggest in History”

Newspaper: At the kiosk on the street corner.


RECYCLING CONTAINER
A9
A9
RE
CON

S24: Jessi Love

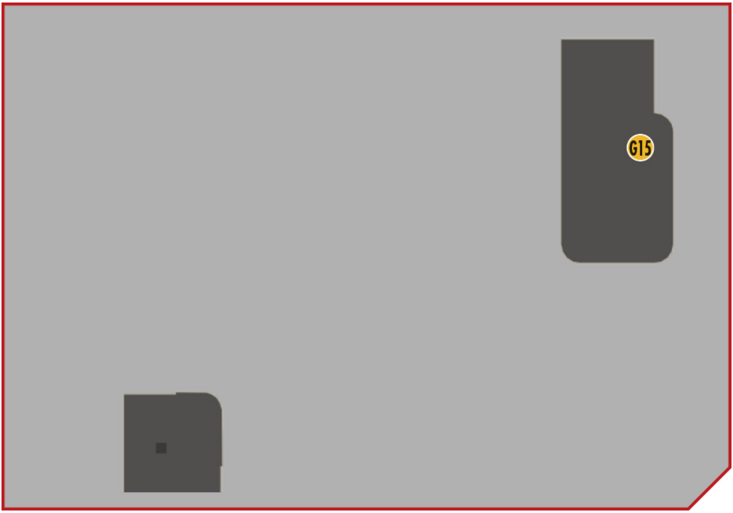
In the alley behind the gas station.


Daily Specials
Grill Steak
BIG SALE 10-15%

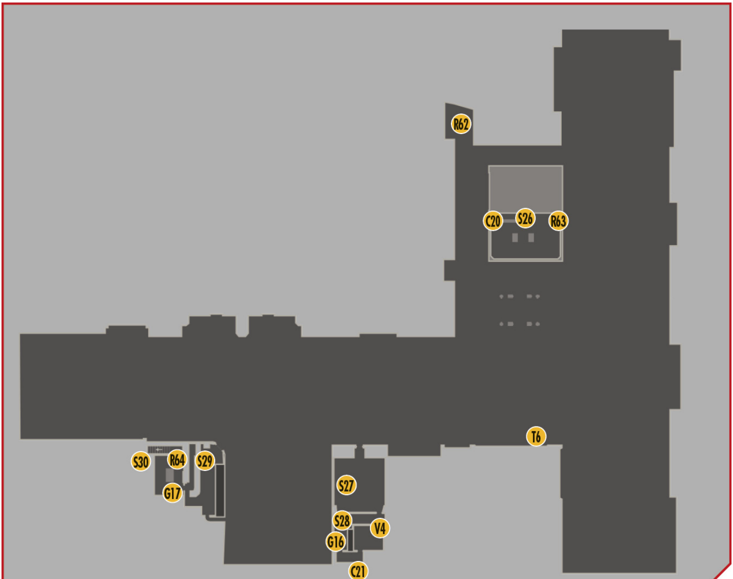
S25: Matthew Develt

At a table outside an eatery.

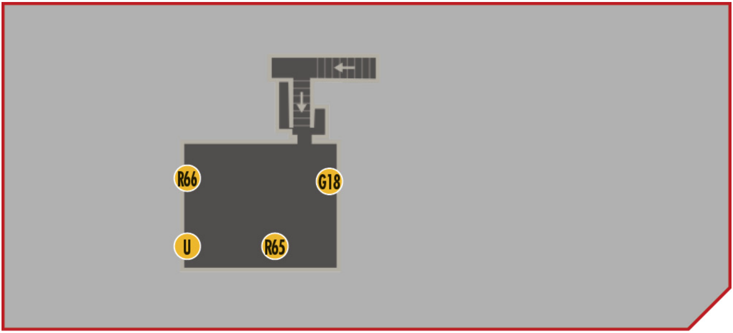
ÜBERKOMMANDANT MISSION: ROSWELL CITY



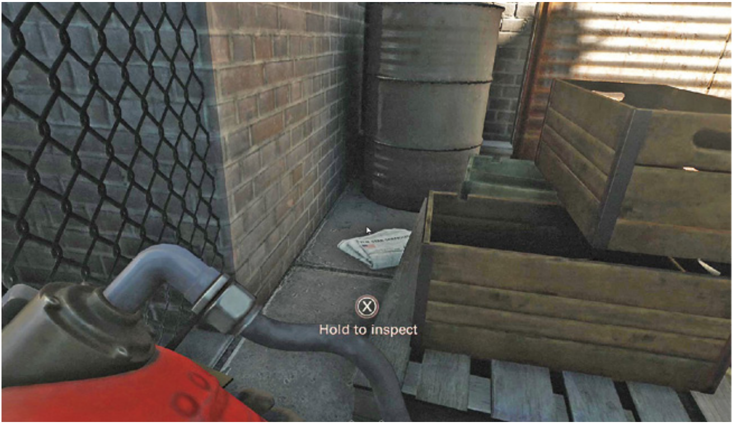
➤ Roswell City, First Floor


R62
C20
S26
R63
T6
S30
R64
S29
G17
S27
S28
V4
G16
C21

➤ *Roswell City, Ground Floor*

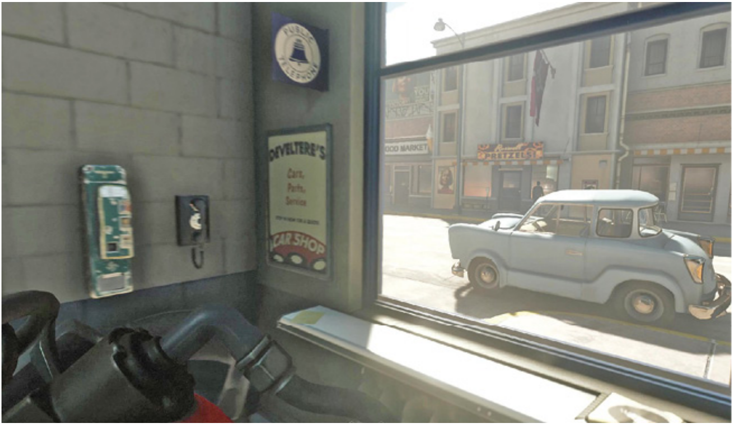

R66
G18
U
R65

➤ *Roswell City, Basement Level*


Ⓧ
Hold to inspect

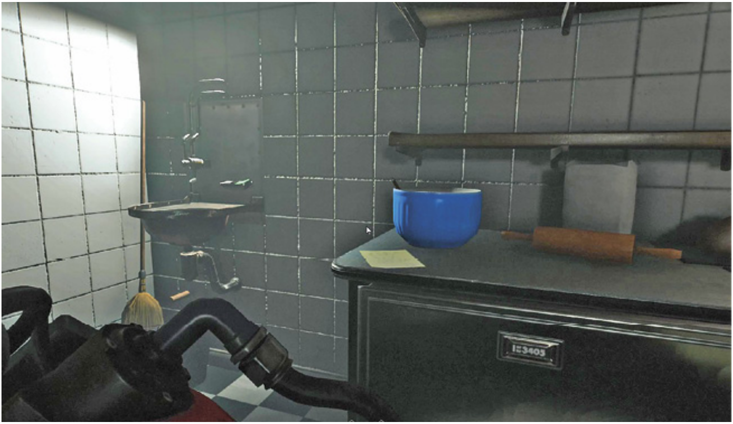
R62: "'Trust in Brother' TV Star Awarded"

Newspaper: Ground floor, in an alley behind the gas station. This one can be tough to find.


PUBLIC TELEPHONE
DEVELTERE'S
Cars, Parts, Service
CAR SHOP
PRETZELS
OOD MARKET

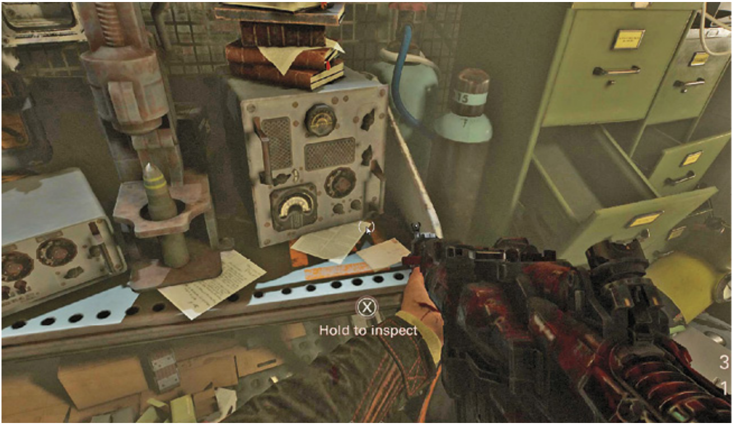
R63: Manager Jones' Note

Note: Ground floor, inside the gas station.



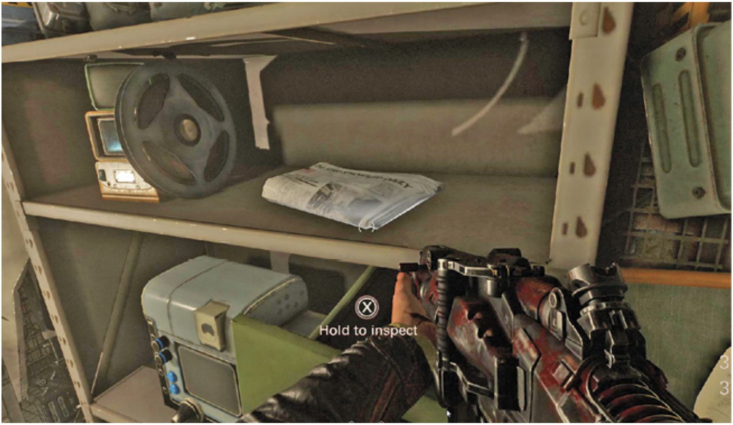
R64: Super Spesh's Note

Note: Ground floor, Papa Joe's Diner, in the kitchen.


Hold to inspect

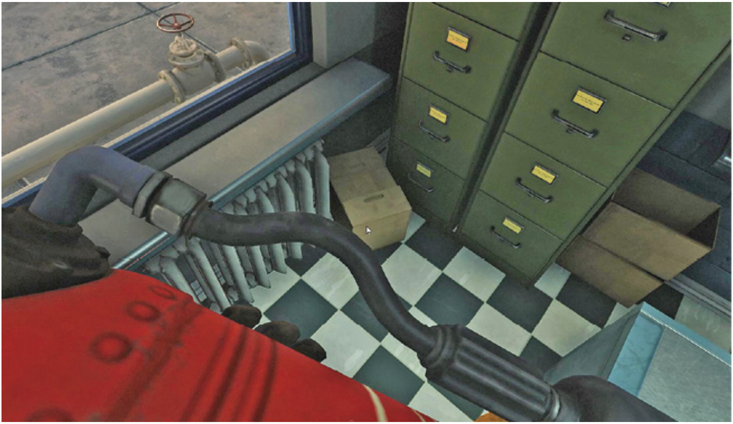
R65: Super Spesh's Letter

Letter: Basement level, Papa Joe's Diner.


Hold to inspect

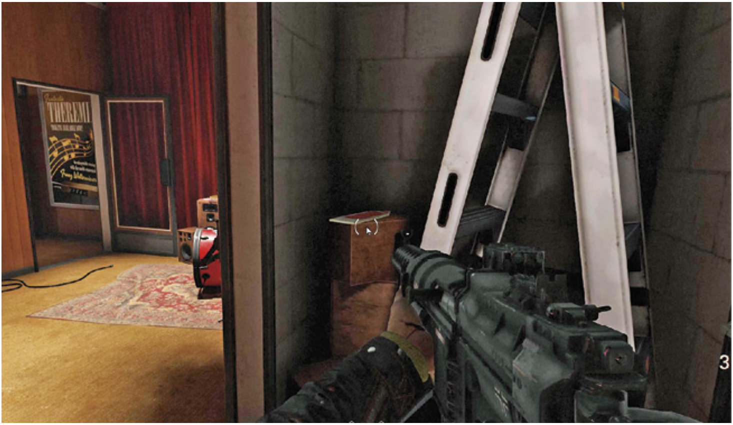
R66: "Martians in Roswell?"

Newspaper: Basement level, Papa Joe's Diner.



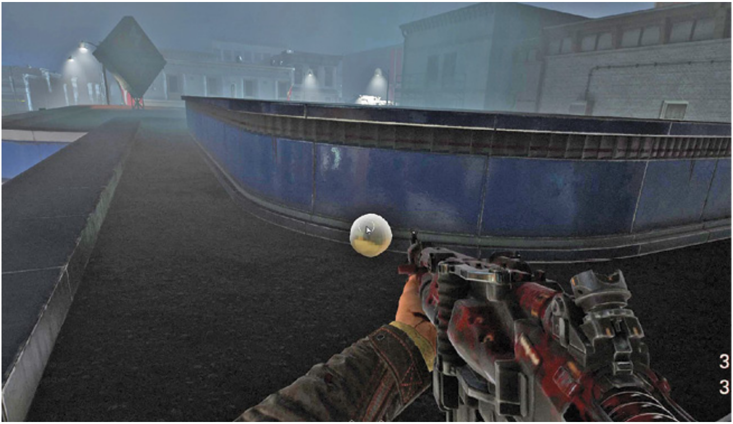
C20: Roswell

Ground floor, inside the gas station.



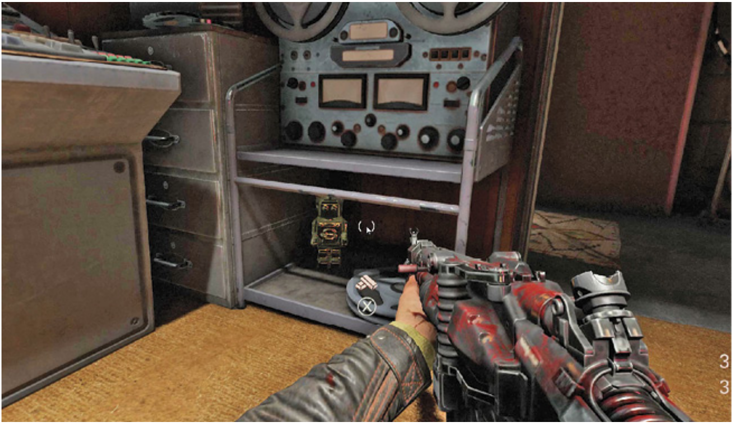
C21: Roswell Interiors

Ground floor, in the back room of the recording studio.



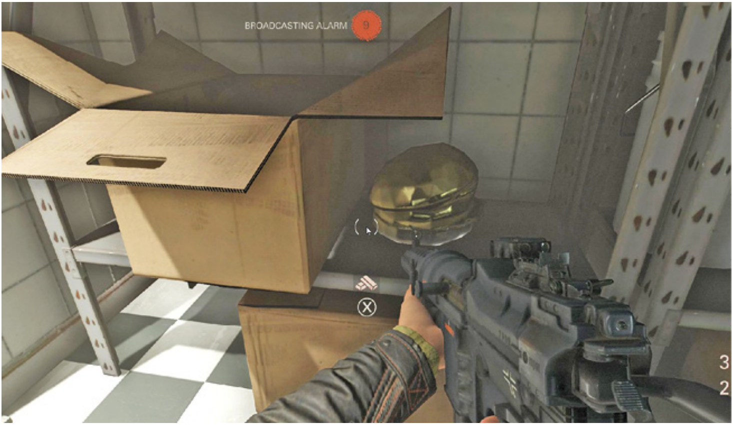
G15: Bombate

First floor, on the roof of the gas station. Reaching it requires the Battle Walkers contraption. Climb up on the crate behind the gas station and use the contraption to get up onto the air-conditioning unit. From there you can reach the roof.



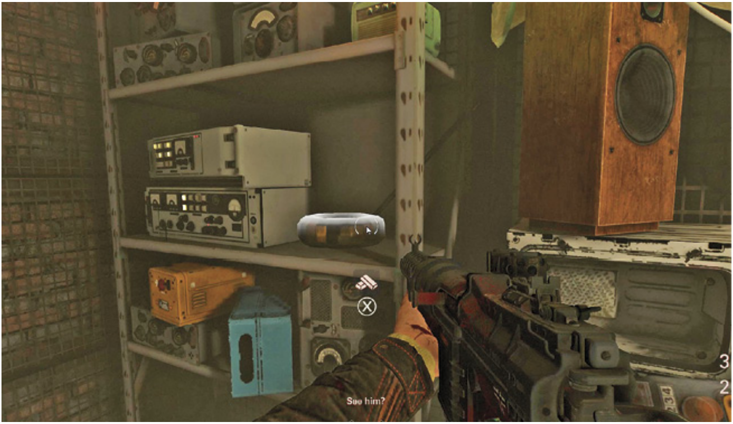
G16: Mas Hass

Ground floor, inside the recording studio.


BROADCASTING ALARM
9
3
2

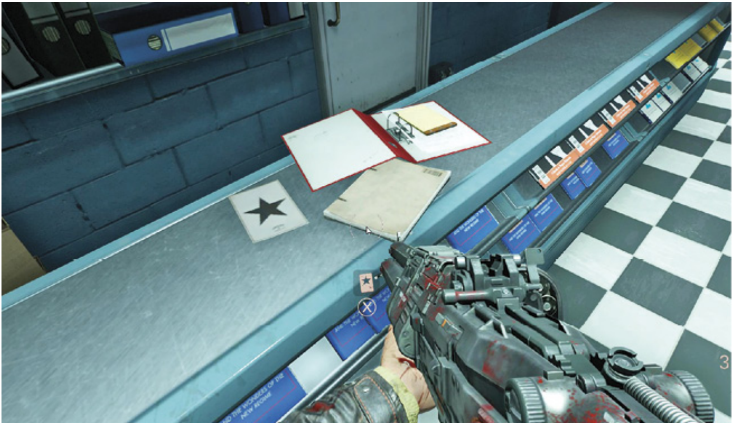
G17: Serving Droid

Ground floor, Papa Joe’s Diner, in the kitchen.



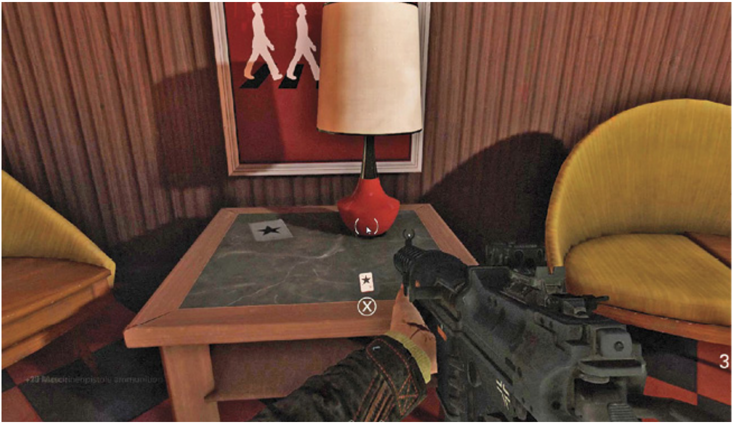
G18: Civilian Cars

Basement level, Papa Joe’s Diner.



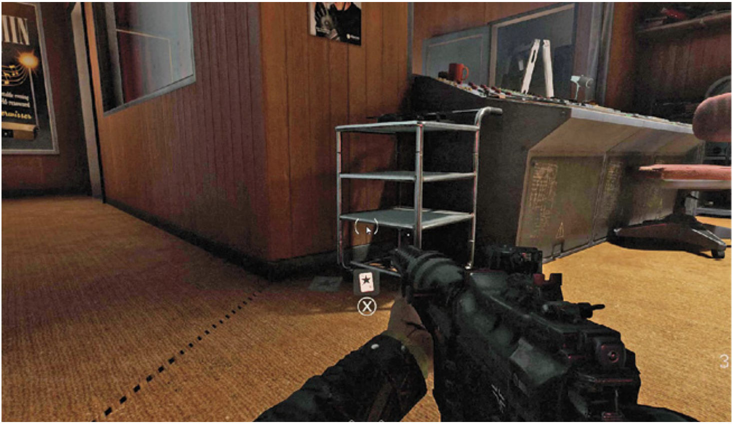
S26: Oscar Goodman

Ground floor, inside the gas station.



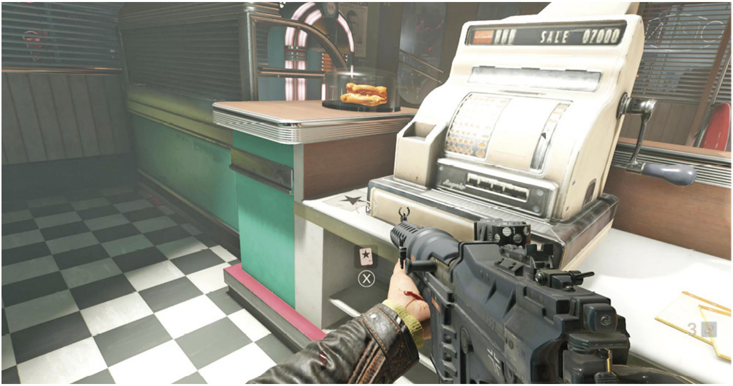
S27: Pierce Williams

Ground floor, inside the recording studio.



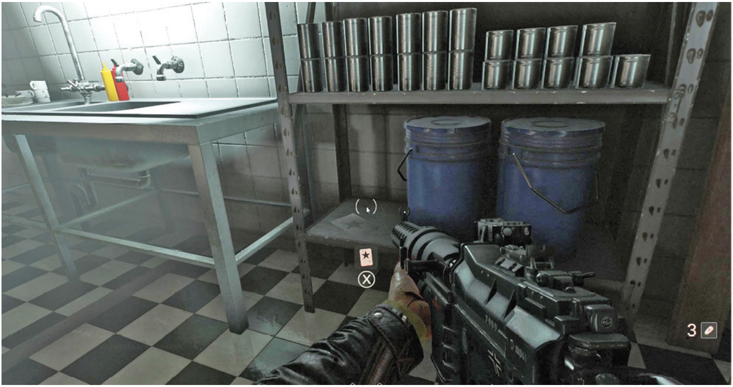
S28: Eva Johnson

Ground floor, inside the recording studio.



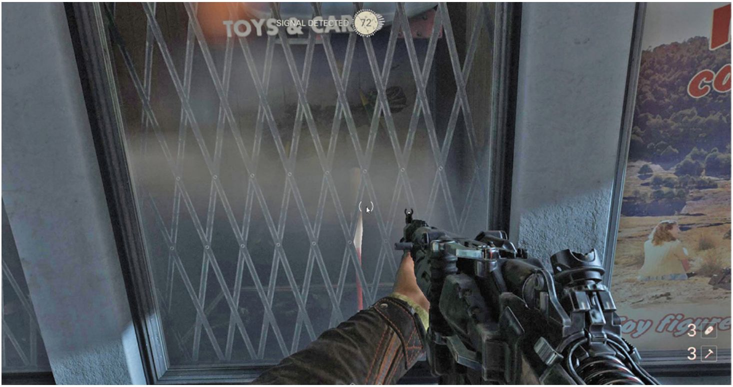
S29: Mark River

Ground floor, Papa Joe's Diner, by the cash register behind the counter.



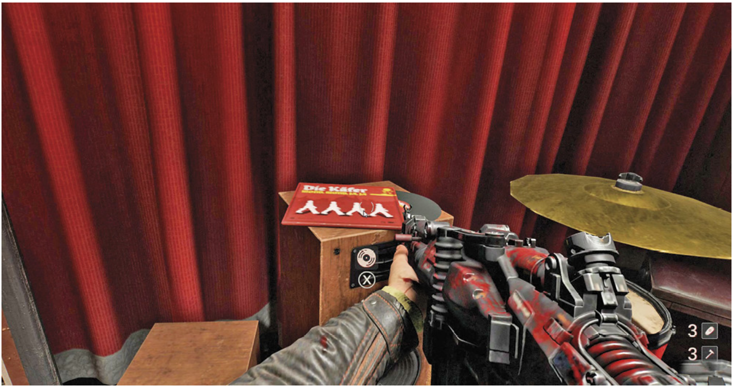
S30: Alexander Tech

Ground floor, Papa Joe's Diner, in the kitchen.


TOYS & CAR
SIGNAL DETECTED
72
3
3

T6: Baseball Bat

Ground floor, in the window of a store.

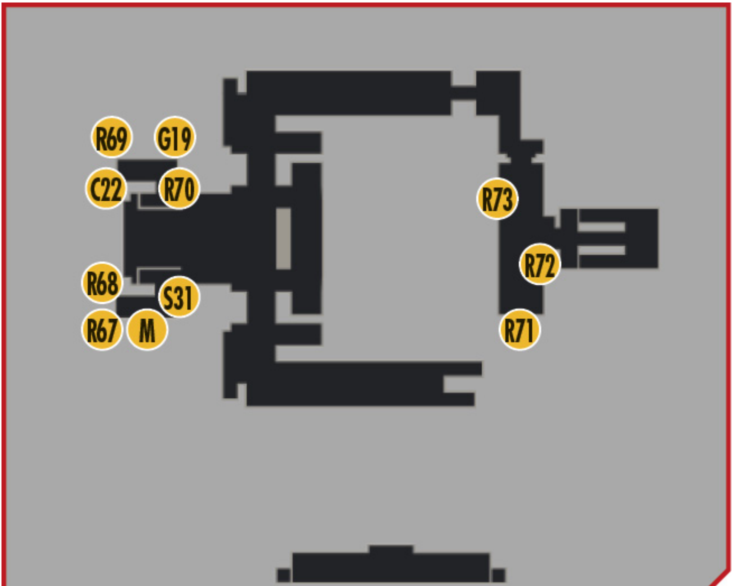

Die Käfer
3
3

V4: Record: "Die Kafer: Mond, Mond, Ja, Ja"

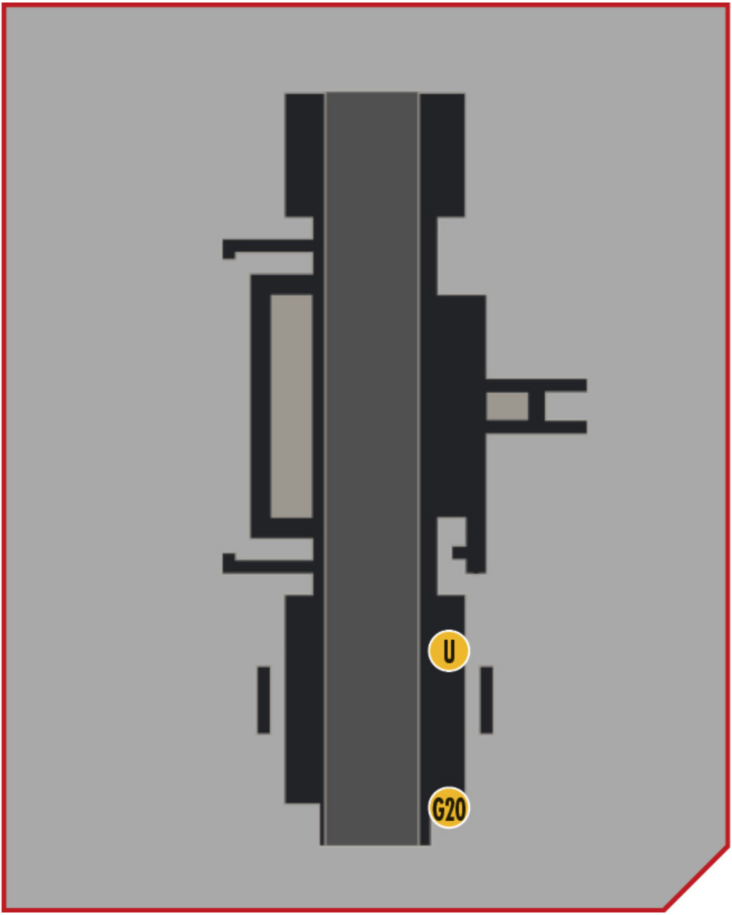
Ground floor, inside the recording studio.

UNDERGROUND TRAIN STATION

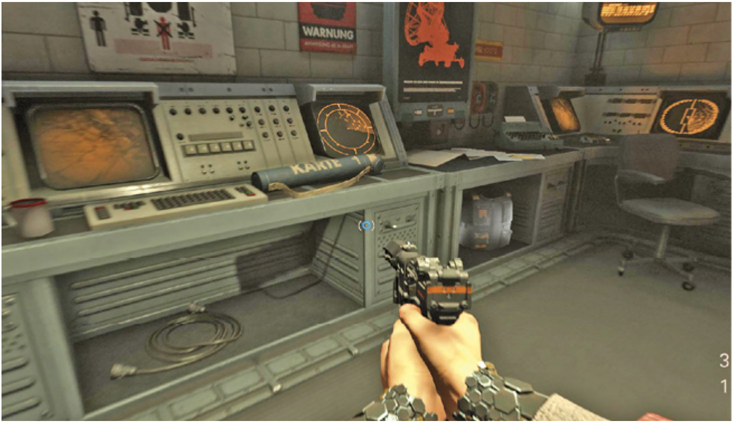
Before you climb aboard the rocket train, search the train station for these Collectibles.


R69
G19
C22
R70
R68
S31
R67
M
R73
R72
R71

➤Train Station, Basement Level 2

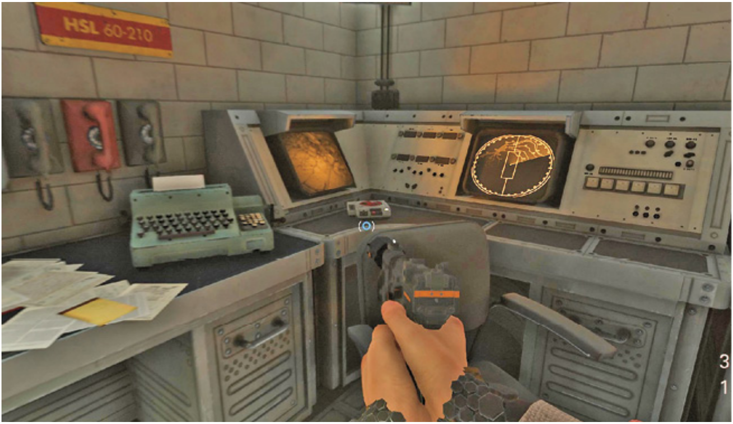


➤ Train Station, Basement Level 3


WARNUNG
KARTE
3
1

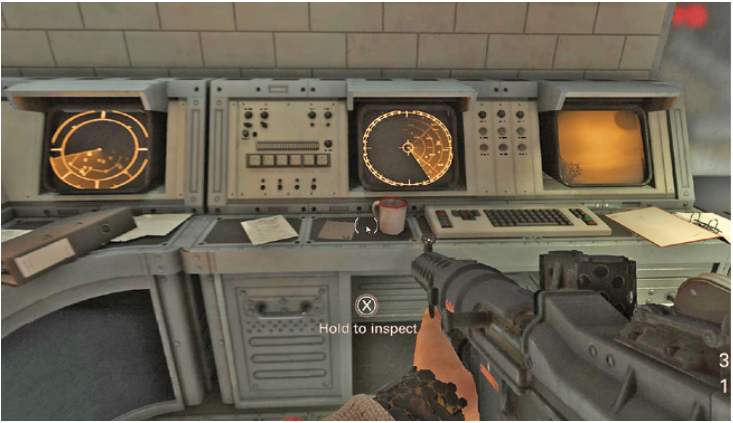
Map

Basement Level 2, in a side control room.


HSL 60-210
3
1

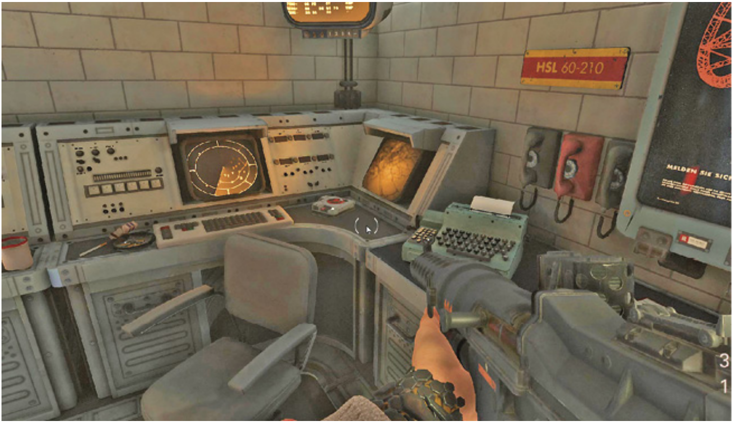
R67: Kommandant Hummel's E-Post

E-post: Basement Level 2, on the console just to the right of the map.


Hold to inspect
3
1

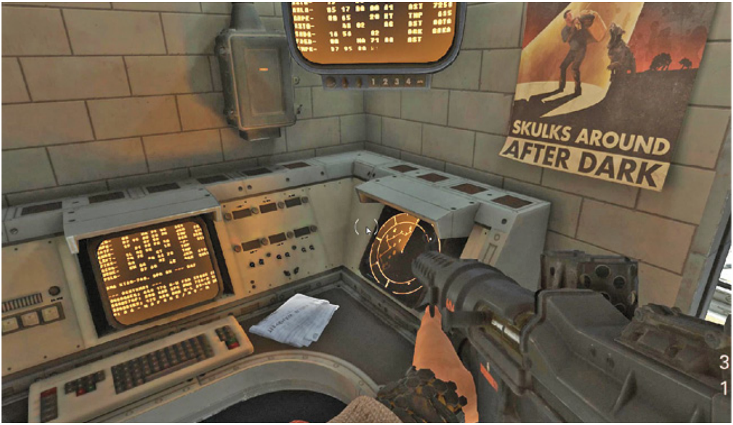
R68: Lutz Meier's Research Note

Note: Basement Level 2, in the same control room as the map.


HSL 60-210
3
1

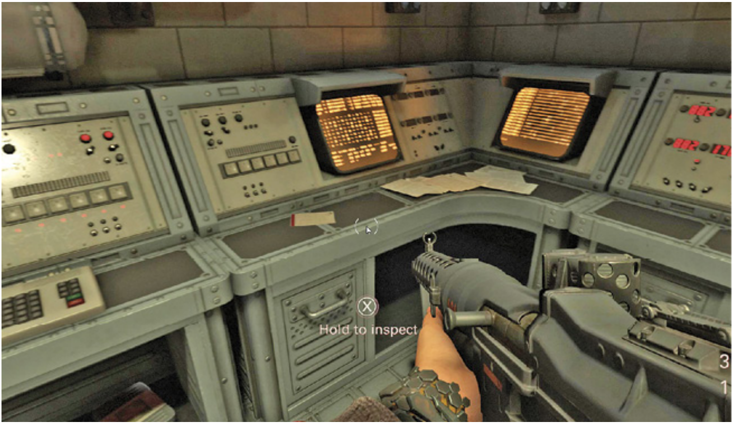
R69: Steve Johnson's E-Post

E-post: Basement Level 2, in another small control room.


SKULKS AROUND
AFTER DARK
3
1

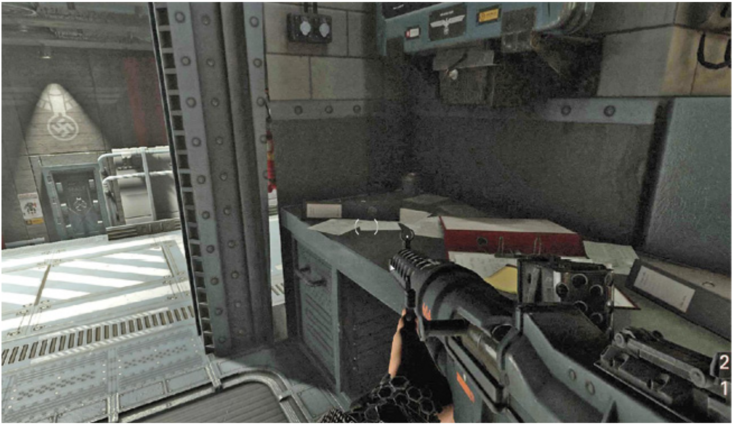
R70: “Letters from the American People”

Newspaper: Basement Level 2, in the second small control room.


Hold to inspect
3
1

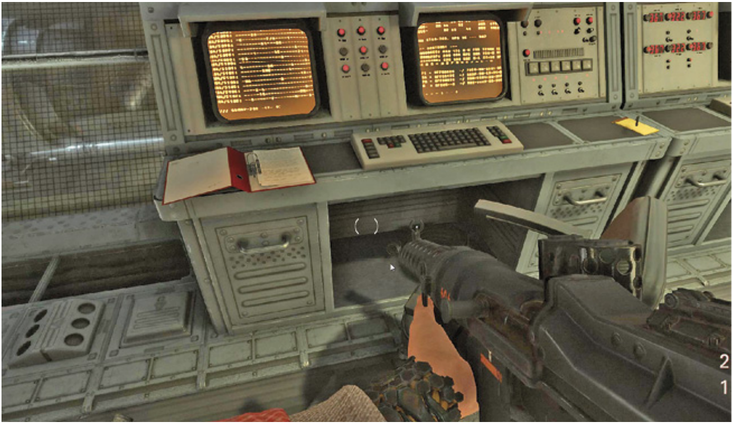
R71: Unknown Nazi Scientist’s Journal

Journal: Basement Level 2, in the main control room where you lower the rocket onto the train.



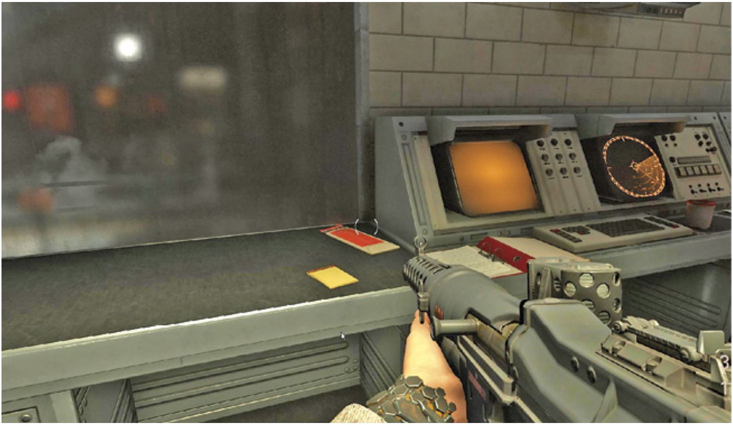
R72: Else’s Letter

Letter: Basement Level 2, in the main control room.



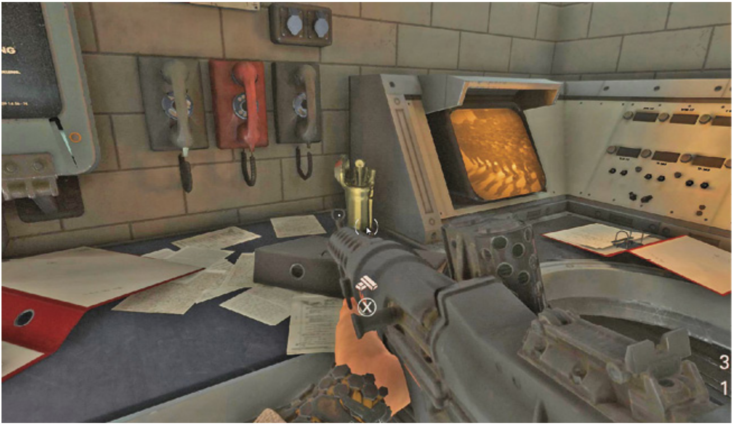
R73: General Engel’s E-Post

E-post: Basement Level 2, hidden under a console in the main control room.



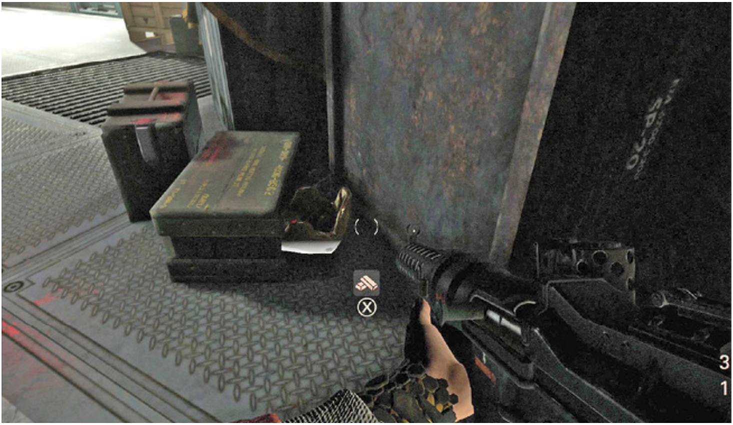
C22: Underground Train Station

Basement Level 2, in the second small control room.



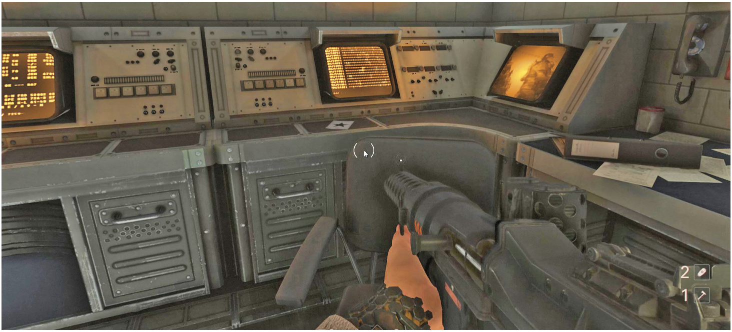
G19: Super Spesh

Basement Level 2, in the second small control room.



G20: ÜberSoldaten

Basement Level 3, on the train platform, among some containers in a corner.

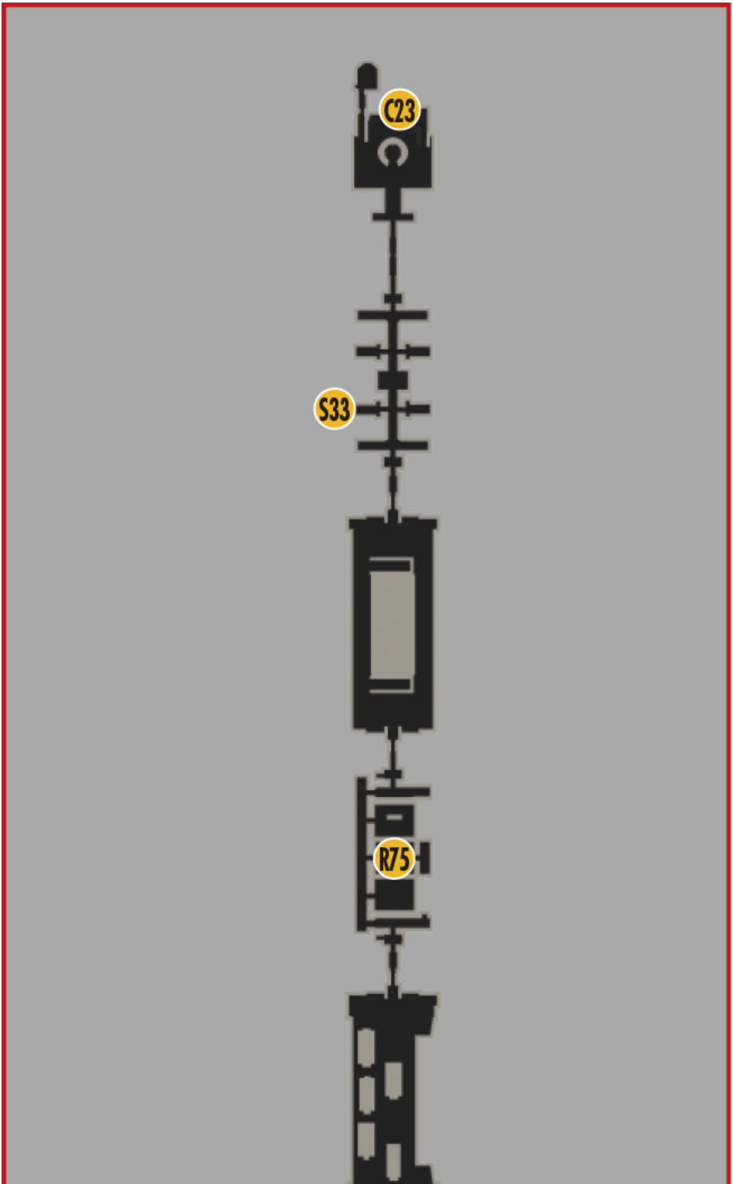


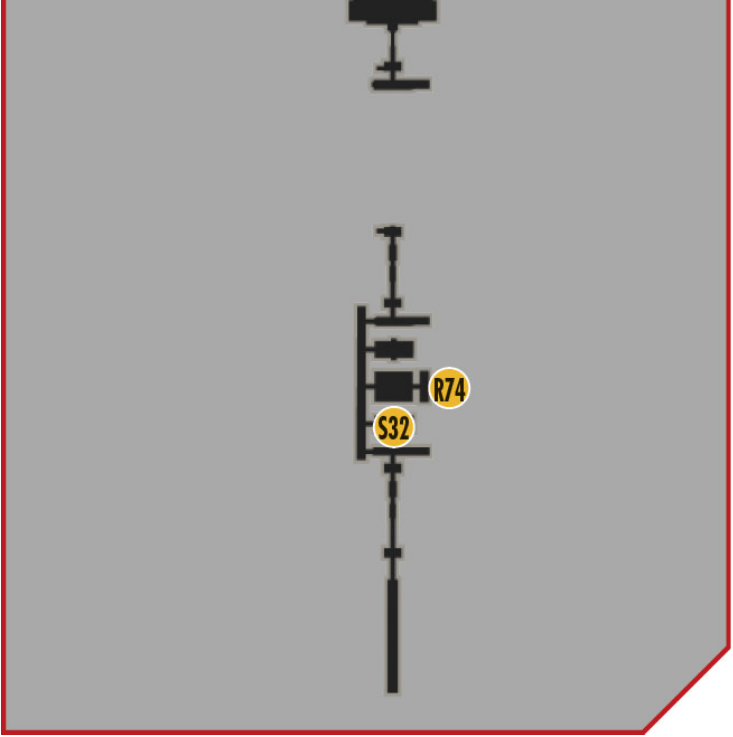
S31: Kev and Abbey Cox

Basement Level 2, on the console in the first small control room.

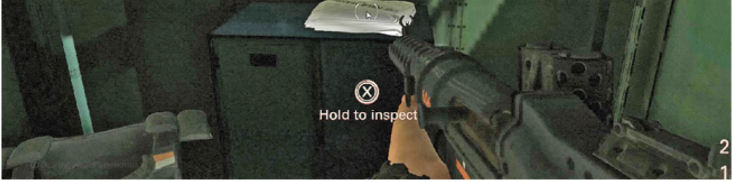
ROCKET TRAIN

Search all cars on the rocket train for these Collectibles.



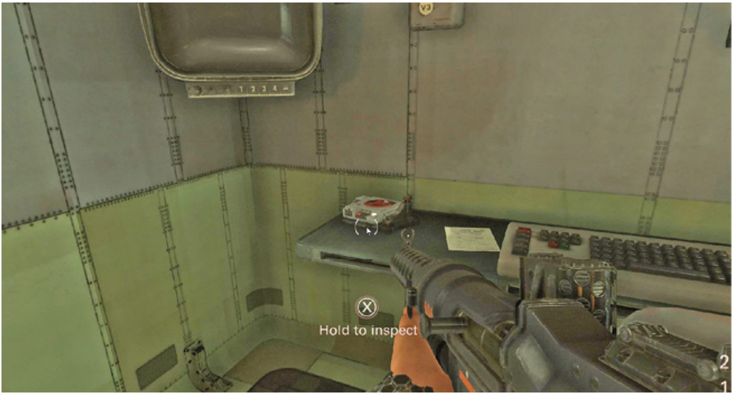


➤ *Main Level*


Hold to inspect
2
1

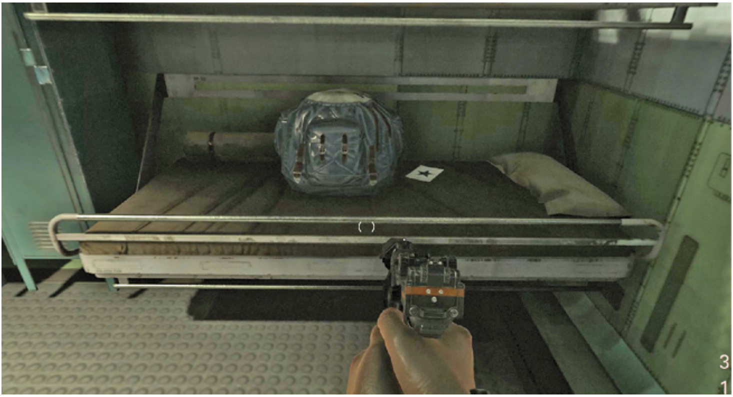
R74: “Majority Supports the New Regime”

Newspaper: Main level, first passenger car.


Hold to inspect
2
1

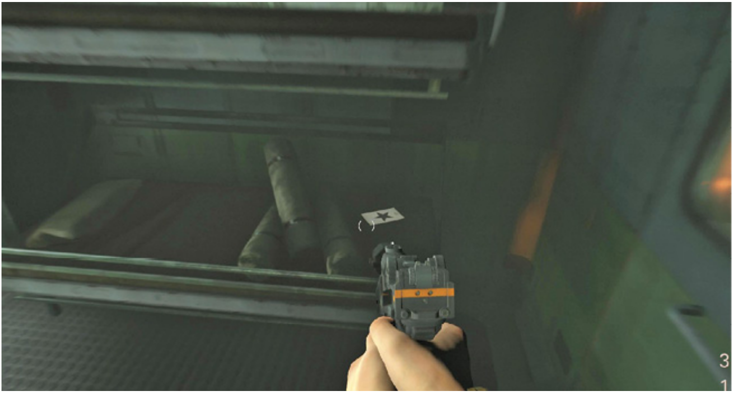
R75: Mihai Popescue’s E-Post

E-post: Main level, second passenger car.



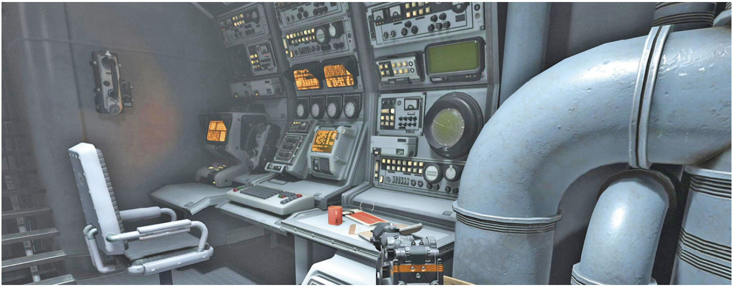
S32: Roger Rugson

Main level, first passenger car.



S33: Freddy Young

Main level, last car before the engine, in a passenger compartment.

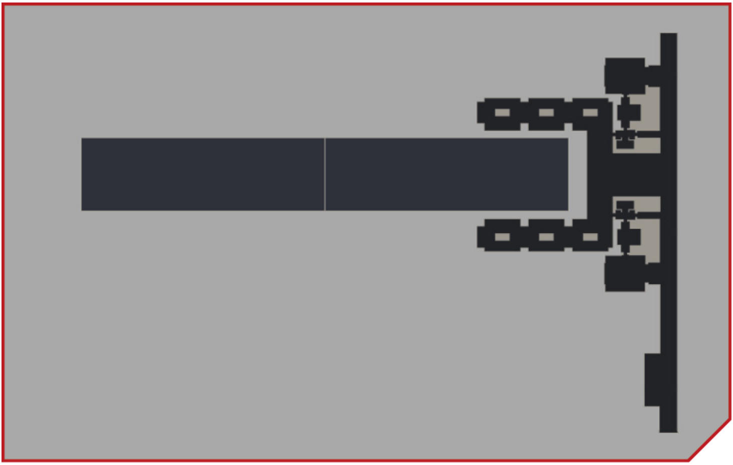


C23: Train, Blueprints, and Posters

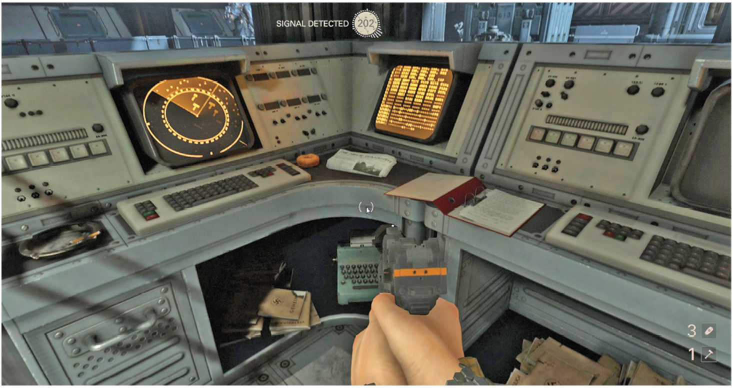
Main level, at the front of the train in the control room, right before you go to the front of the engine.

ELEVATOR

After getting off the train, check for one Collectible before taking the elevator to the upper levels.



➤ *Basement Level 3*

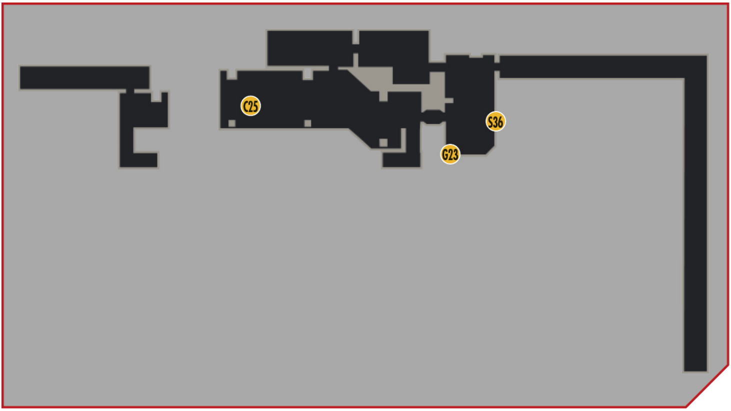

SIGNAL DETECTED
202
3
1

R76: "'Blitzmensch's' Fraulein Fox Reveals Everything"

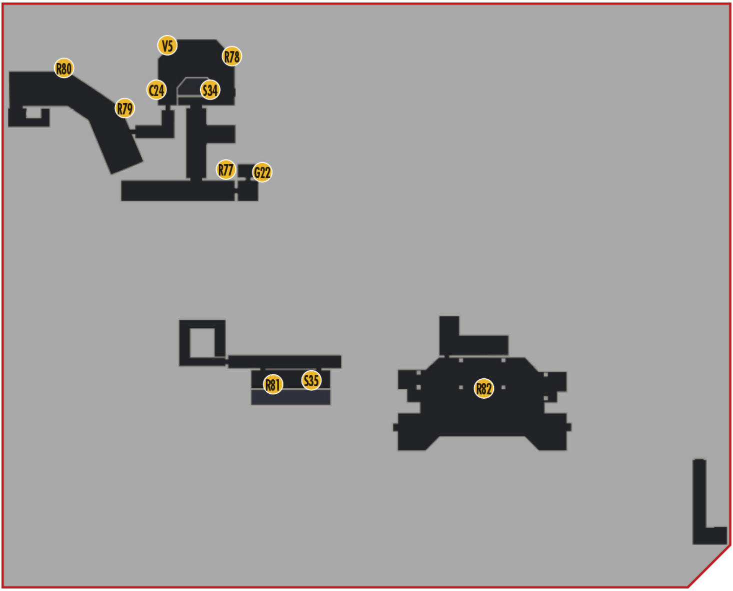
Newspaper: Basement Level 3, in one of the control rooms where the train comes to a stop.

THE HANGAR

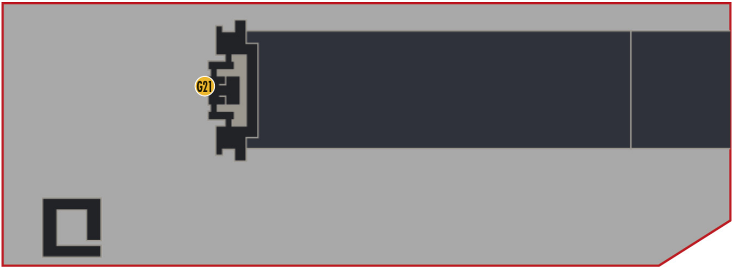
Once you reach the top of the elevator, search for these Collectibles as you make your way to the hangar, and then as you make your escape.



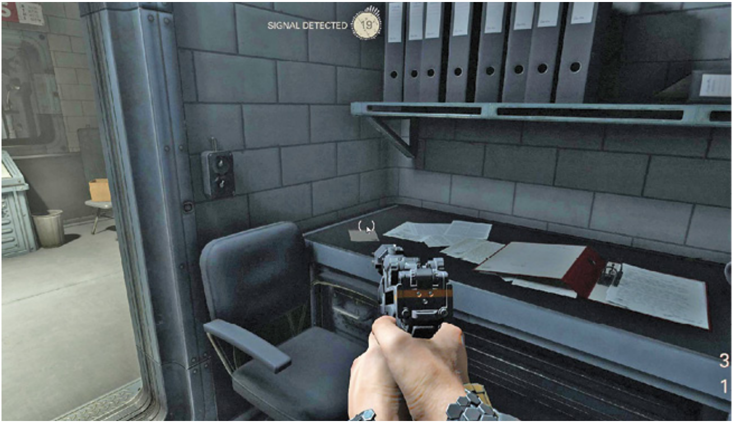
➤ *2nd Floor*


V5
R78
R80
C24
S34
R79
R77
G22
R81
S35
R82

➤ *1st Floor*



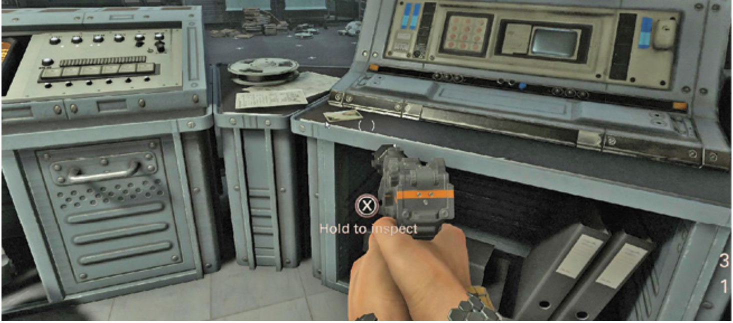
➤ *Basement Level 1*


SIGNAL DETECTED
19
3
1

R77: Lutz Meier’s Research Note

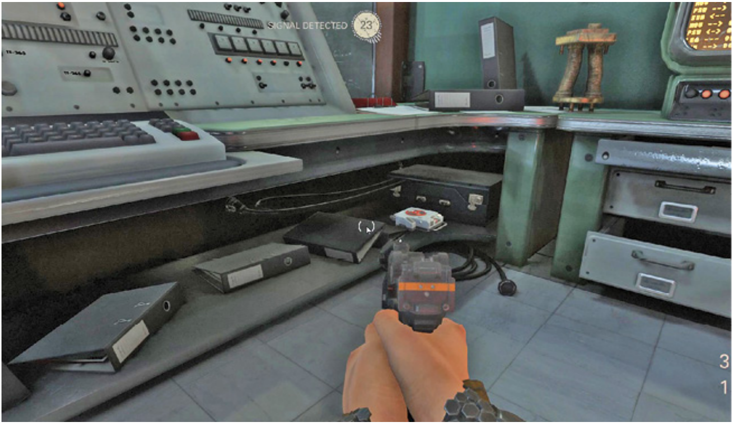
Note: First floor, in a small room.

SIGNAL DETECTED
31


Hold to inspect
3
1

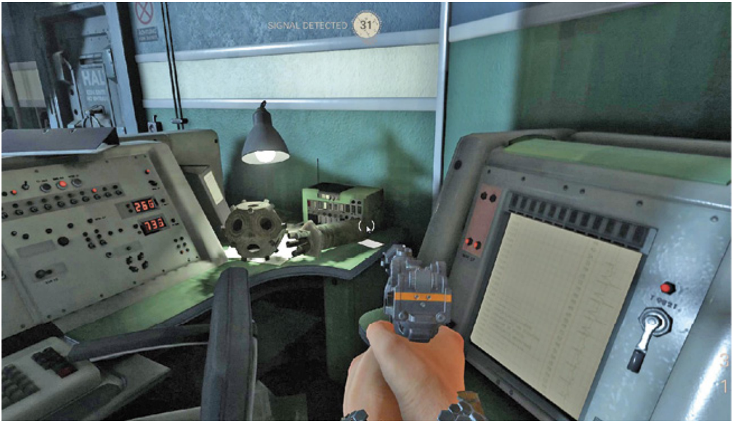
R78: Franka’s Postcard

PostCard: First floor, on a console in the media room.


SIGNAL DETECTED
23
3
1

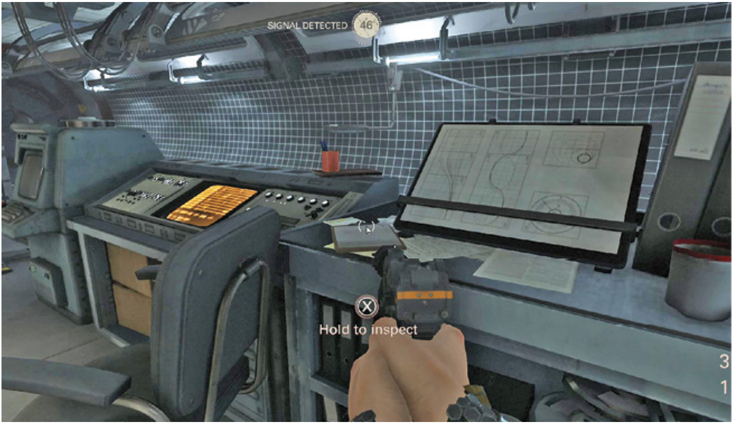
R79: Vollrath Brotz’s E-Post

E-post: First floor, underneath a console in the control room overlooking the hangar.


SIGNAL DETECTED
31
HAL
266
733
3
1

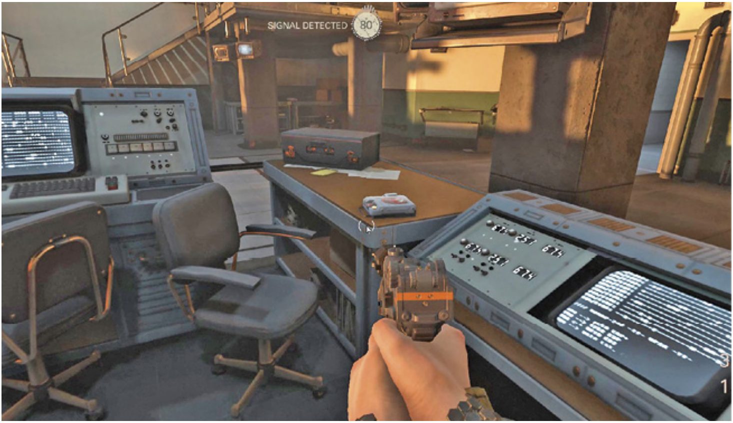
R80: Kommandant Johan’s Letter

Letter: First floor, in the control room overlooking the hangar.


SIGNAL DETECTED
46
Hold to inspect
3
1

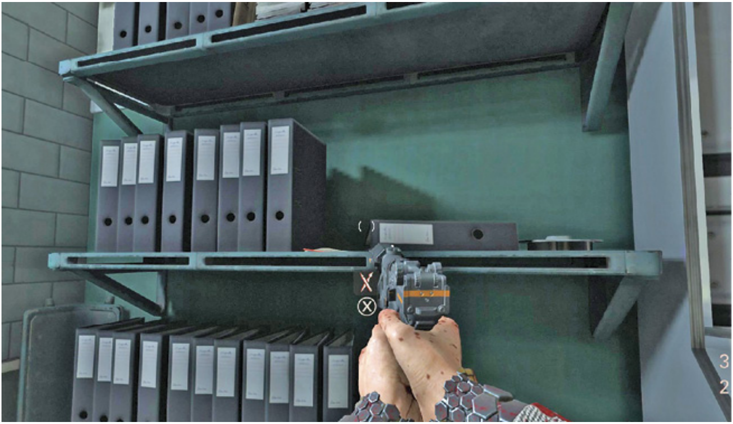
R81: Gottlieb’s Postcard

PostCard: First floor, in the small control room along the side of the corridor. Stop here as you’re making your escape.


SIGNAL DETECTED
80
3
1

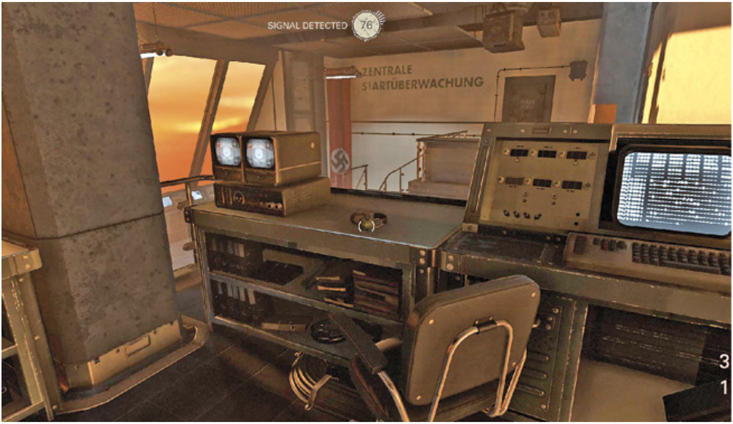
R82: Friedrich Baumgartner's E-Post

E-post: First floor, in the large control room. Grab it on your way out of the facility.



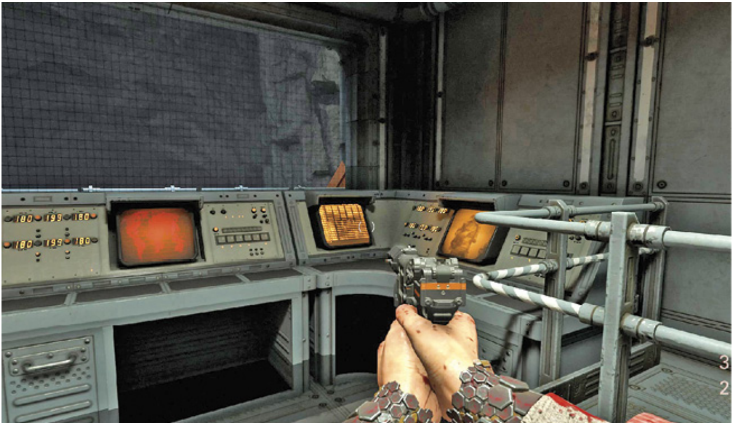
C24: Area 52

First floor, on a shelf in the media room. This one can be tough to find.


SIGNAL DETECTED
76
ZENTRALE
STARTÜBERWACHUNG
3
1

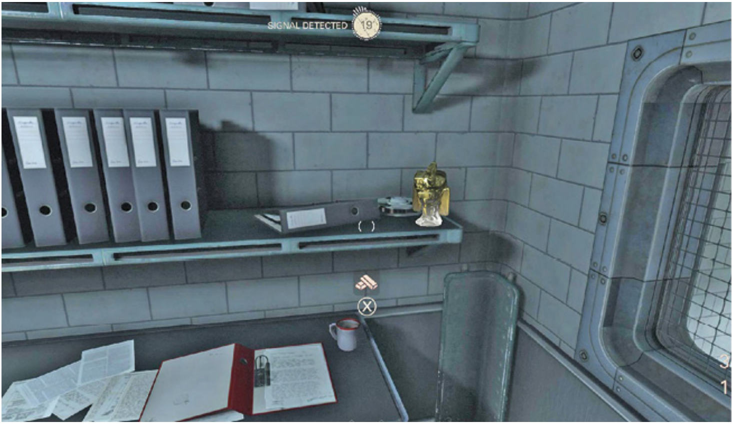
C25: Area 52 Oberkommando

Second floor, in the large control room. Grab it on your way out of the facility.



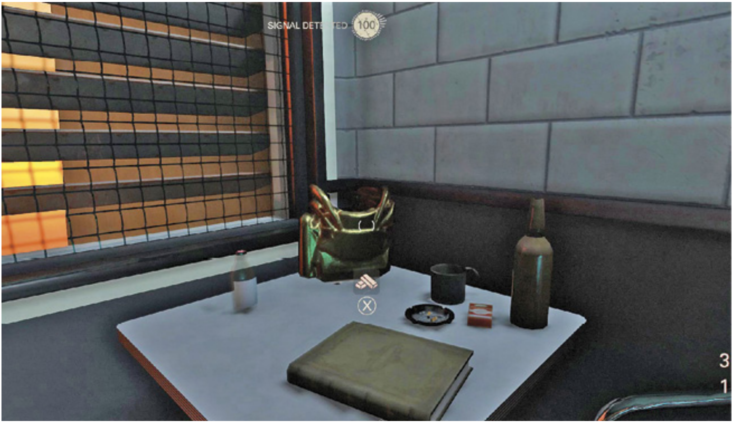
G21: Shotgun Elite

Basement Level 1. At the top of the elevator ride, descend one of the ladders to either side of this area to reach this small control room.


SIGNAL DETECTED
19
3
1

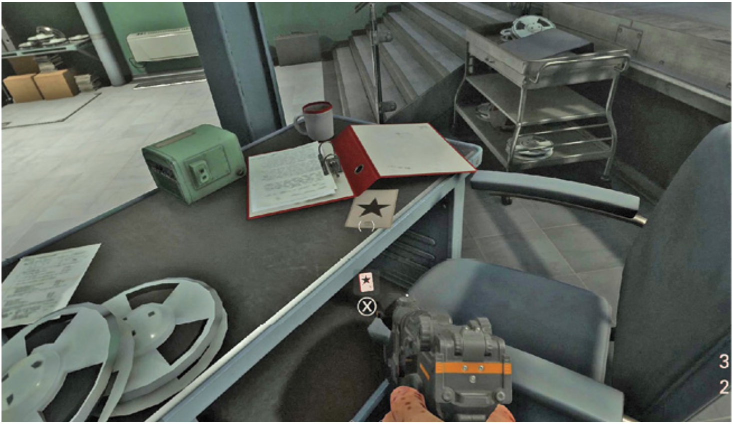
G22: Protocol Droid

First floor, in a small room.


SIGNAL DETECTED
100
3
1

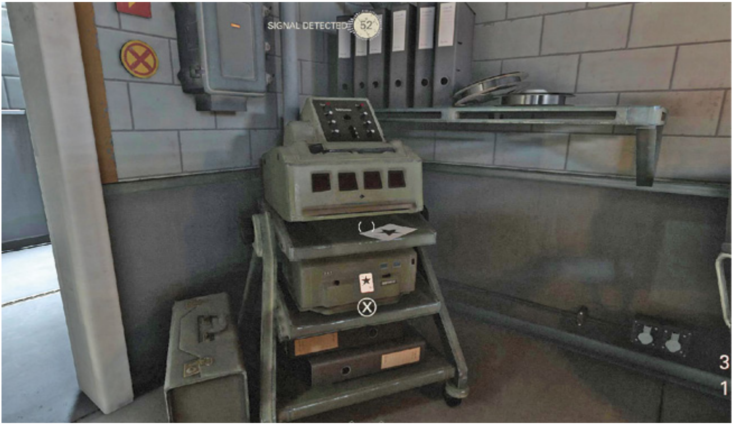
G23: Marksman Elite

Second floor, in the break room outside the large control room.



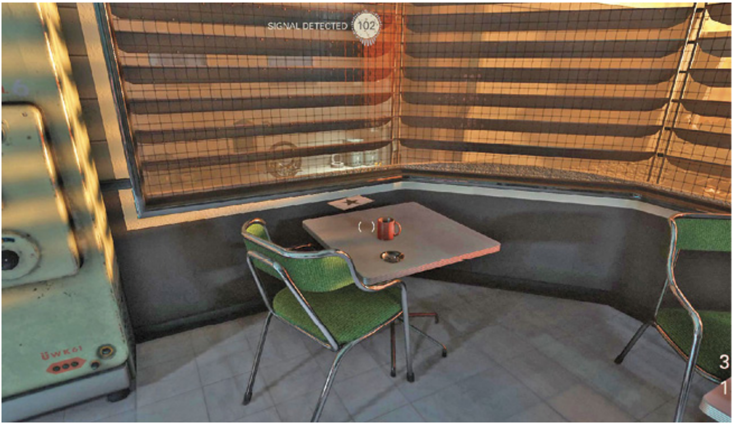
S34: Frida Safron

First floor, on a desk in the media room.


SIGNAL DETECTED
52
3
1

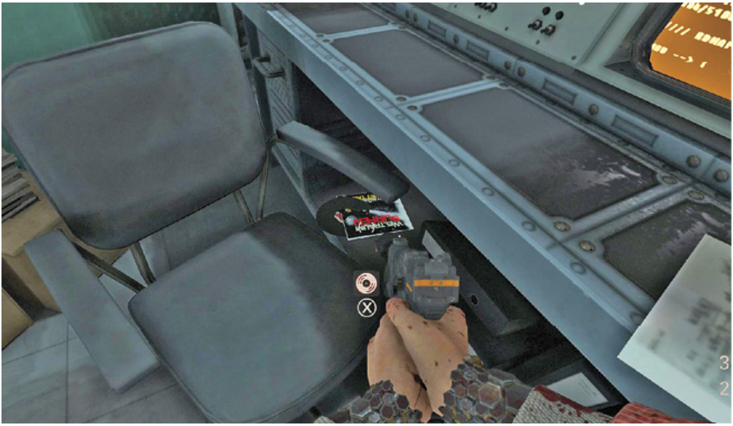
S35: Axel Torvsteiner

First floor, in the small control room alongside the corridor.


SIGNAL DETECTED
102
3
1

S36: John North

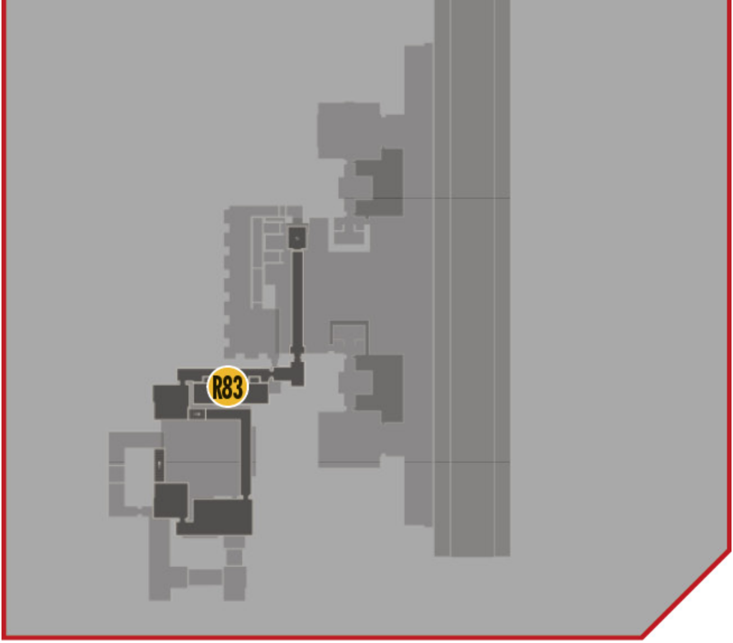
Second floor, in the break room.



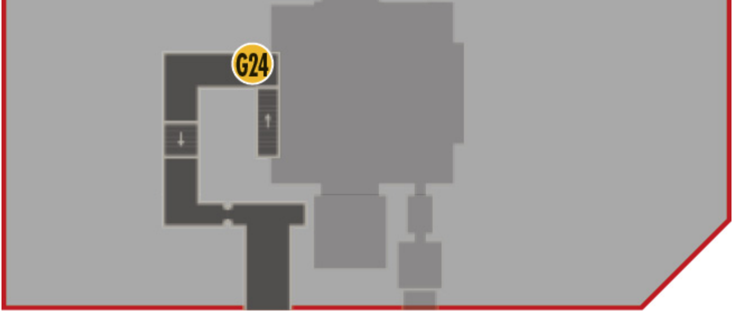
V5: Record: “The Comet Tails: Weltram Surfen”

First floor, under a console in the media room.

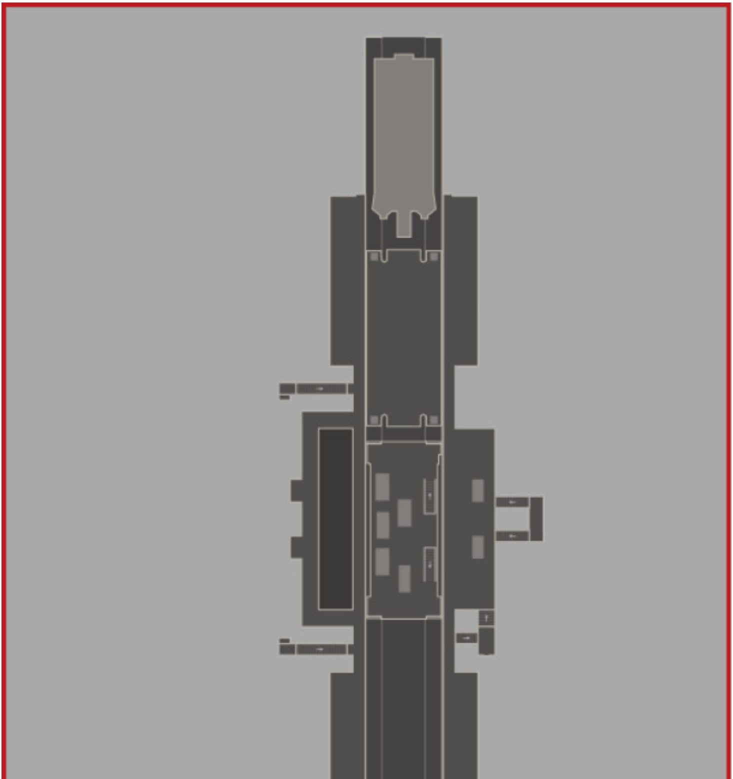
ÜBERKOMMANDANT MISSION: ROSWELL UNDERGROUND

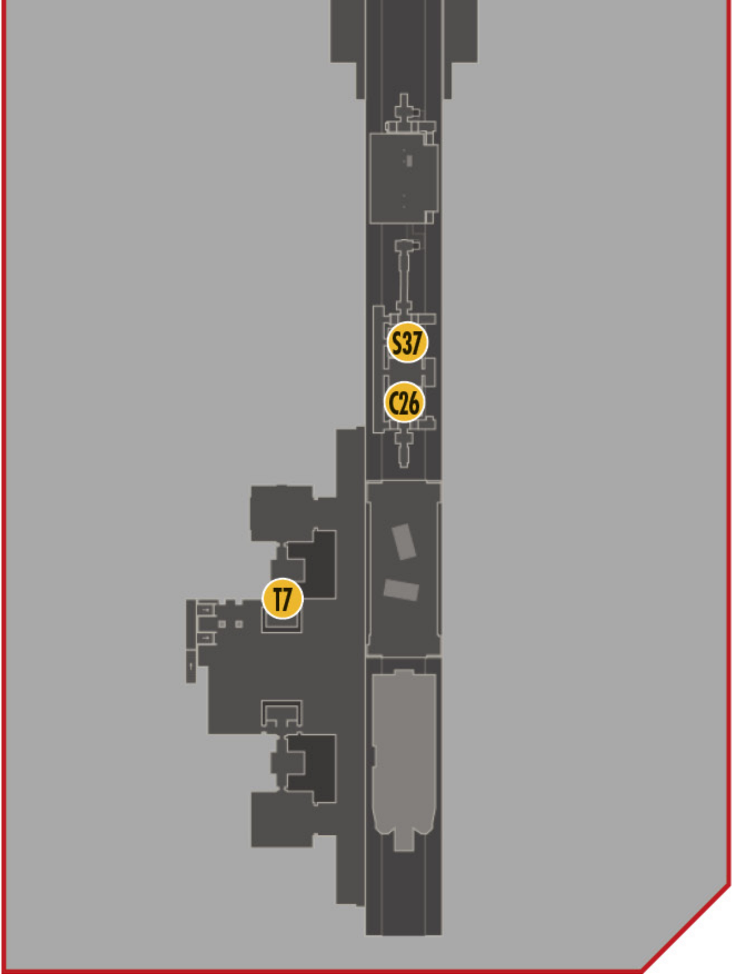


➤ *Ground Floor*

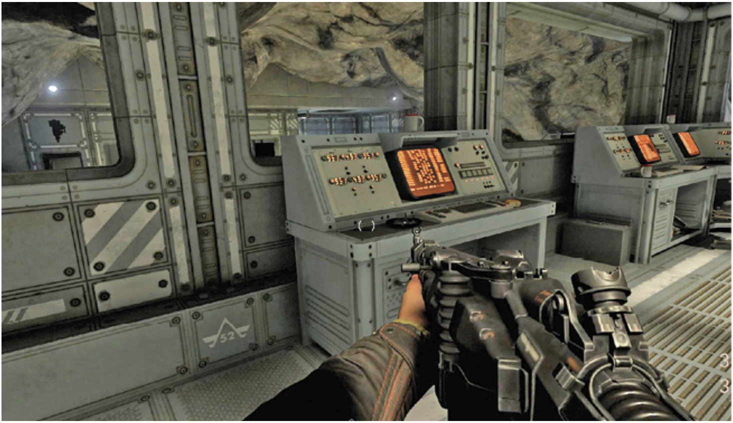


➤ *Basement Level 2*



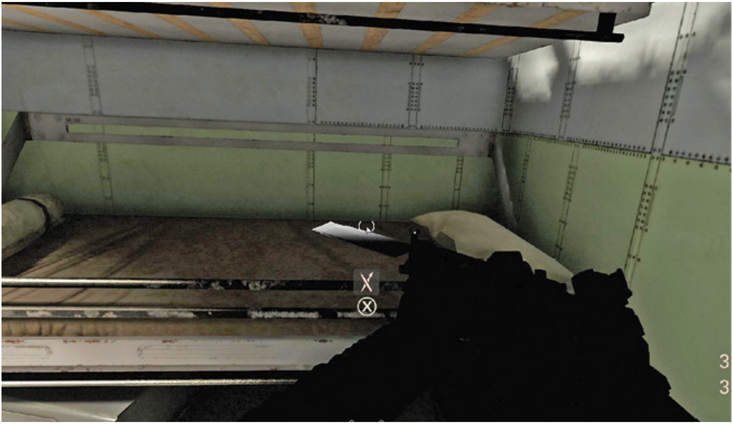


➤ *Basement Level 3*



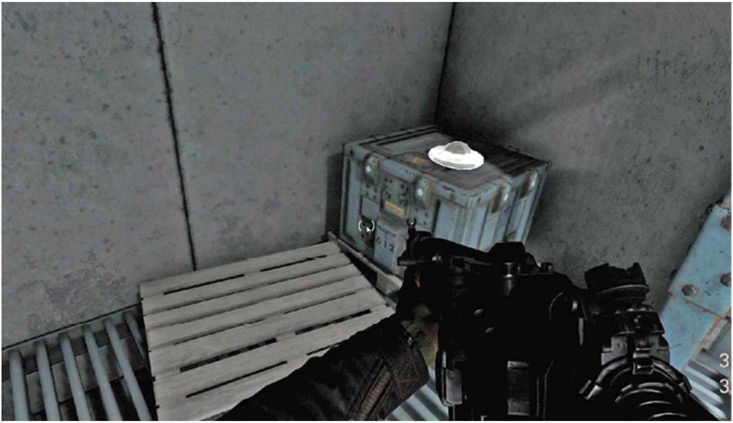
R83: Gunhilde's Postcard

PostCard: Ground floor, on a console in a control room near the start of the level.



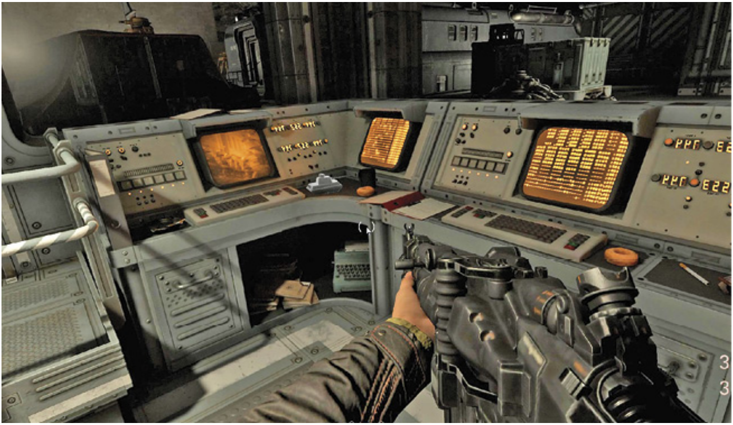
C26: Monowheel, Posters, and Blueprints

Basement Level 3, in a passenger section of the train.



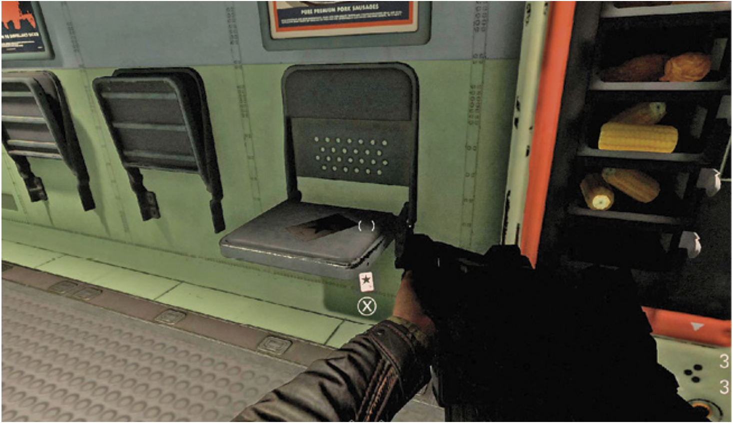
G24: UFO

Basement Level 2, at the end of a catwalk. This one can be tough to find.



T7: Tank

Basement Level 3, on a console in a small room.

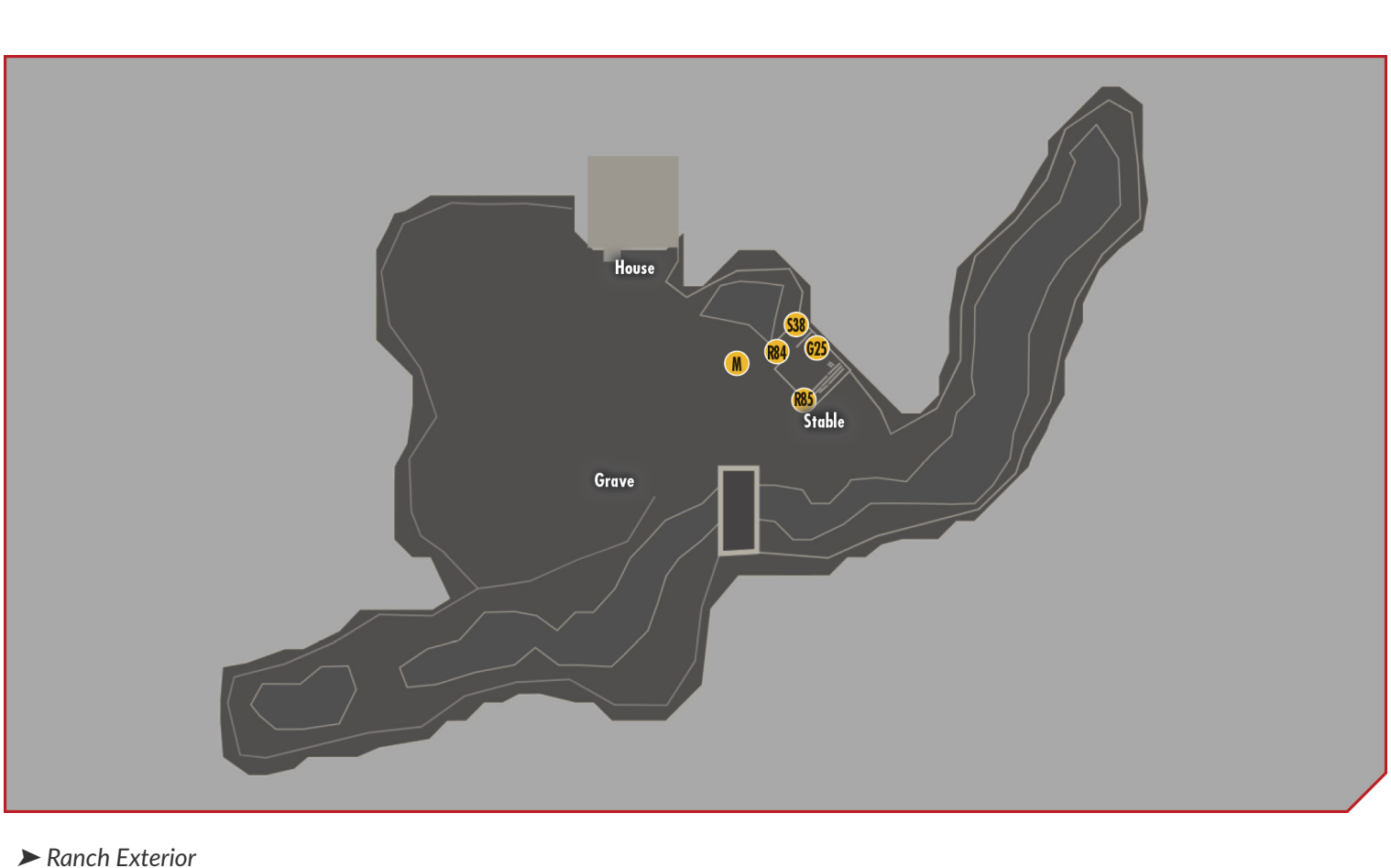


S37: Nick Rain

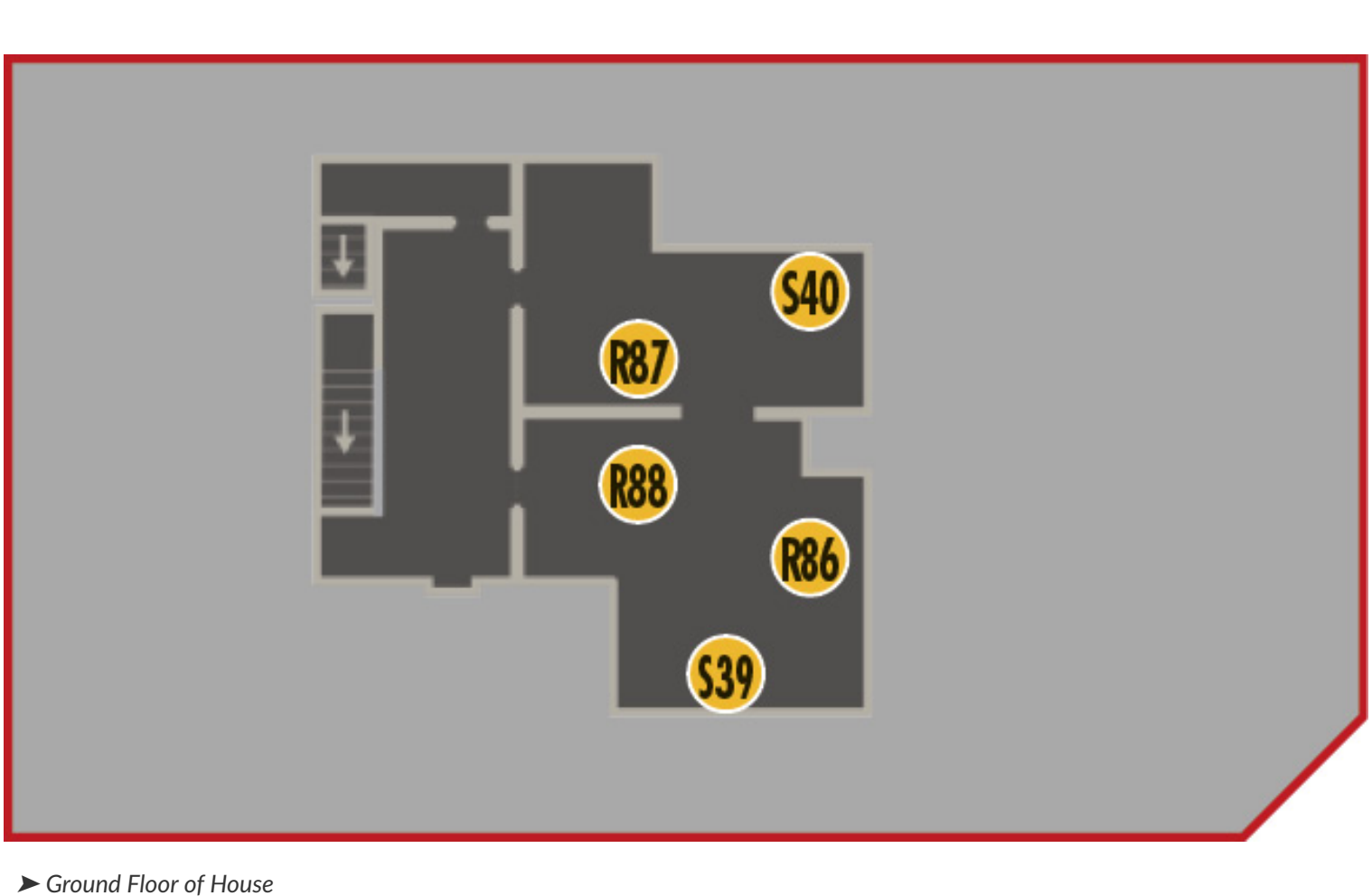
Basement Level 3, in a passenger section of the train.

THE RANCH

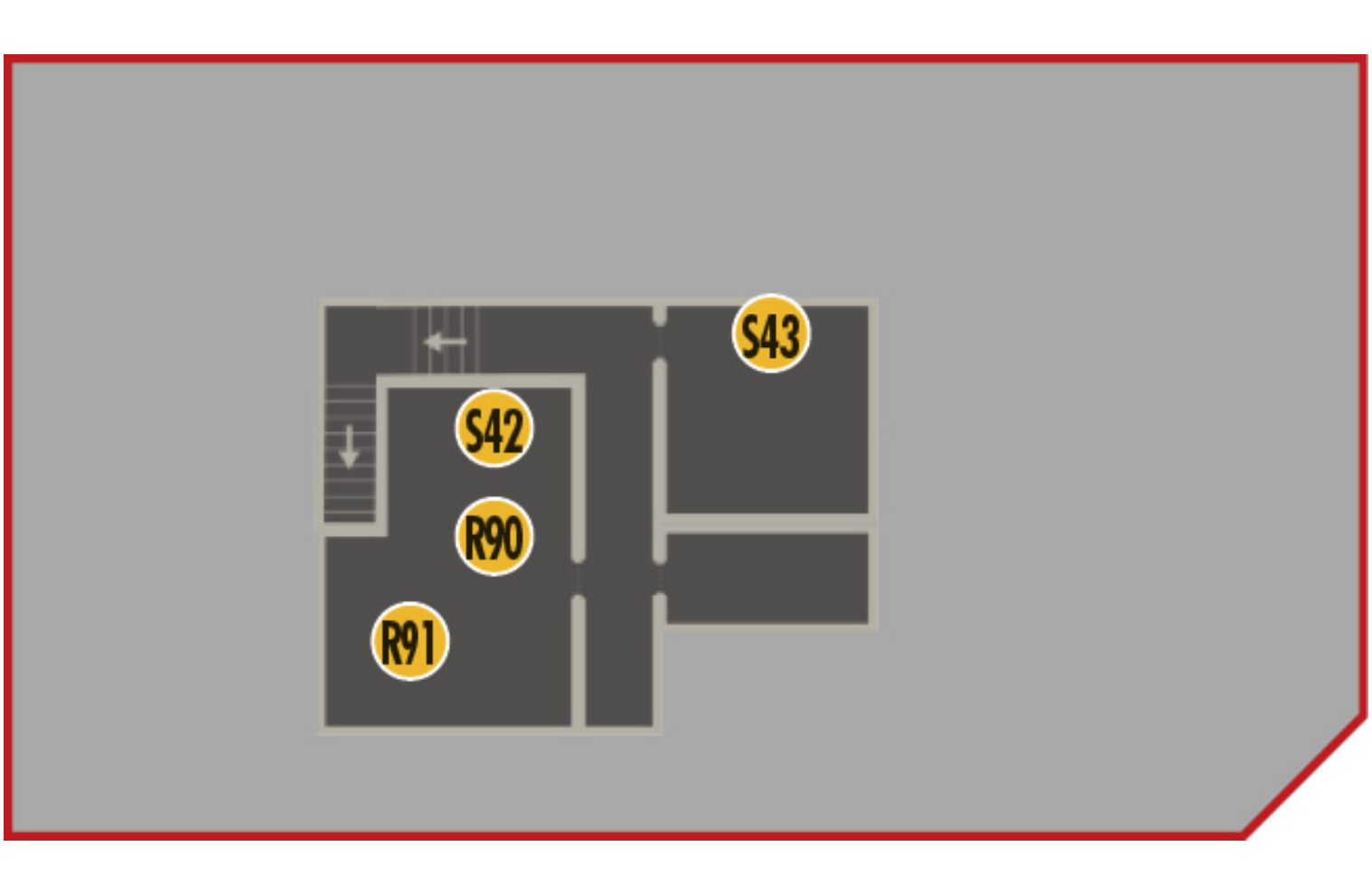
While visiting the homestead, look for these Collectibles.


House
S38
R84
G25
M
R85
Stable
Grave

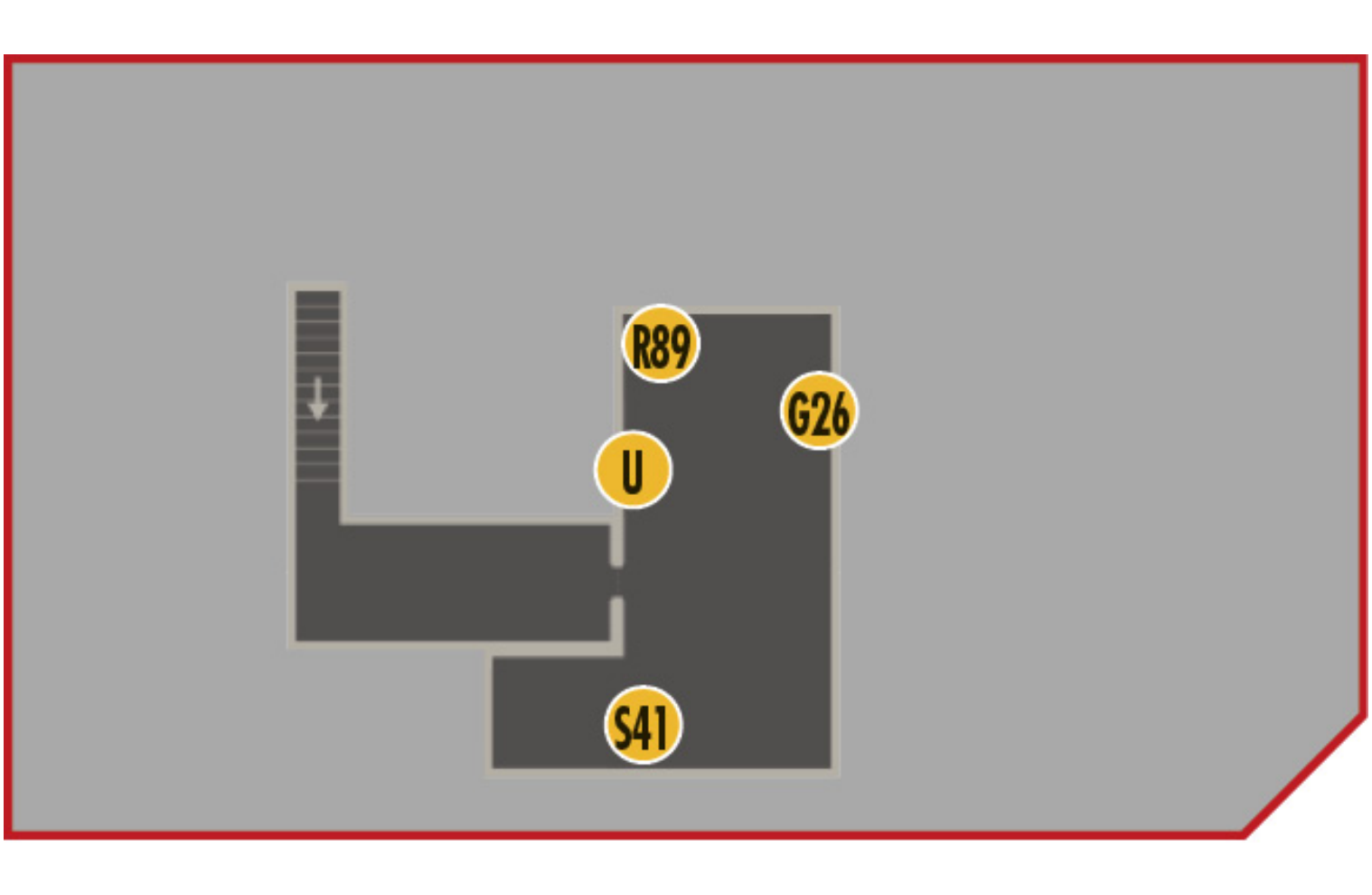
➤ *Ranch Exterior*


S40
R87
R88
R86
S39

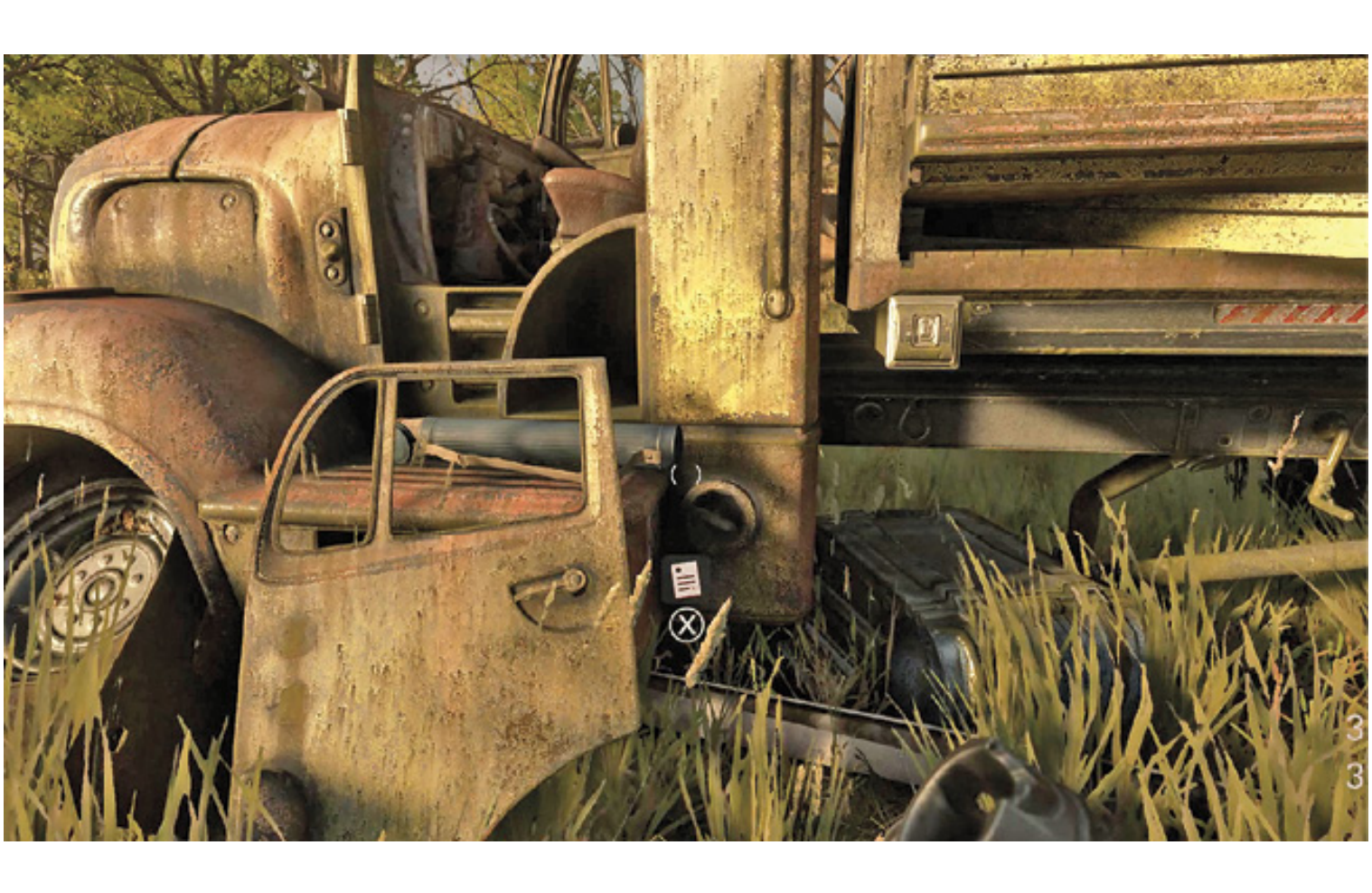
➤ *Ground Floor of House*


S43
S42
R90
R91

➤ *1st Floor of House*

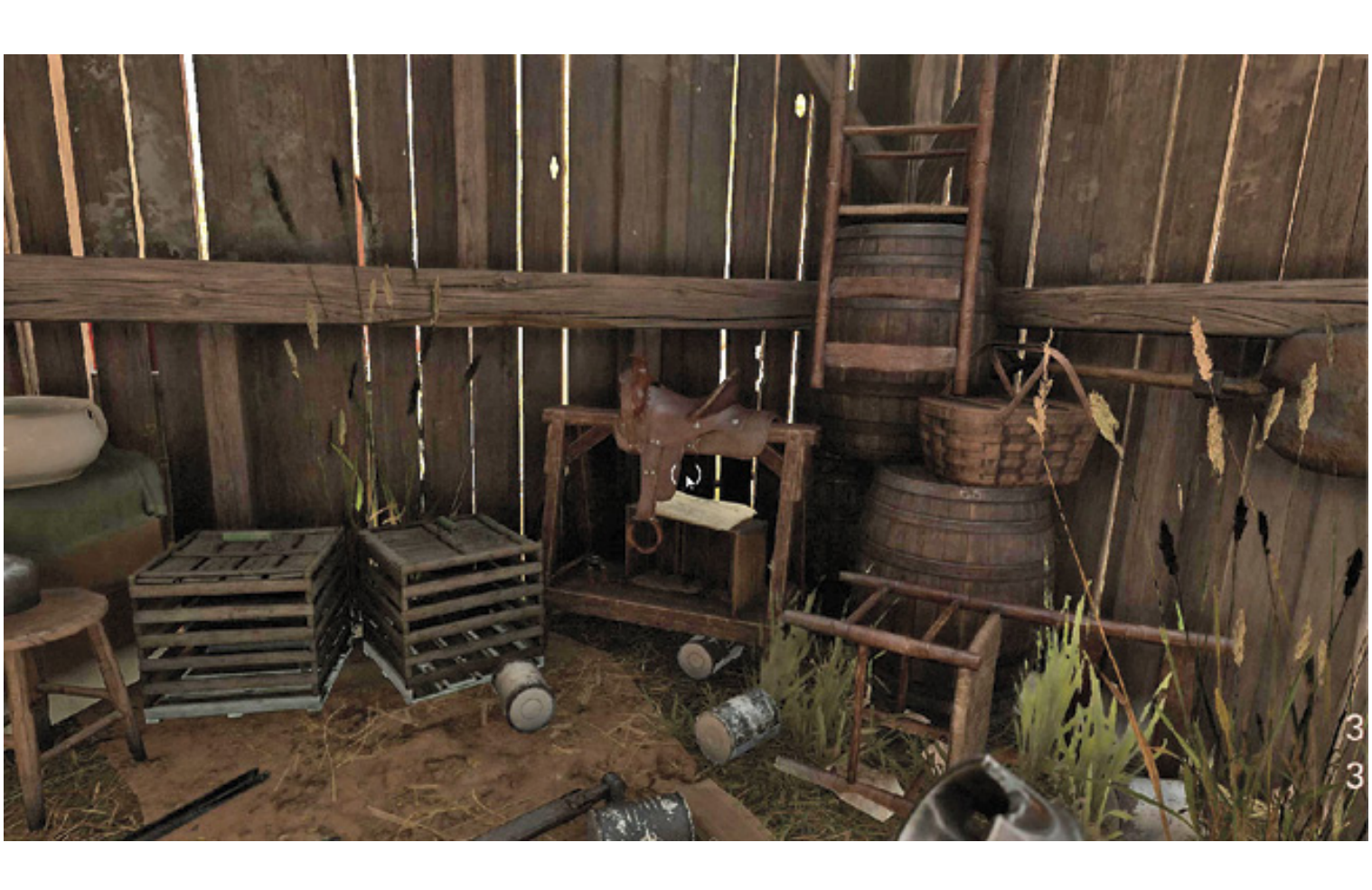

R89
G26
U
S41

➤ *Basement of House*



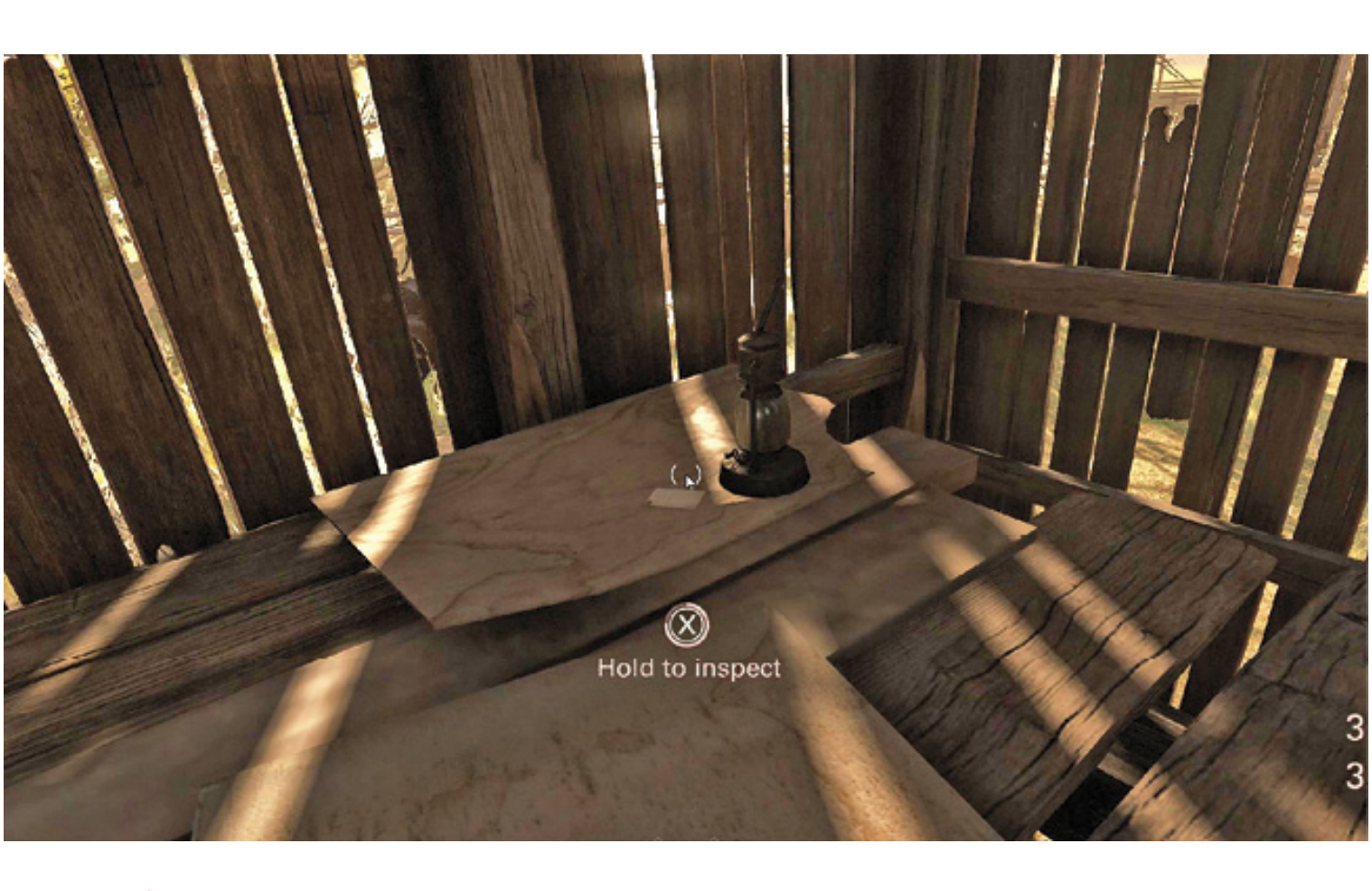
Map

Ranch exterior, on a truck next to the stable.



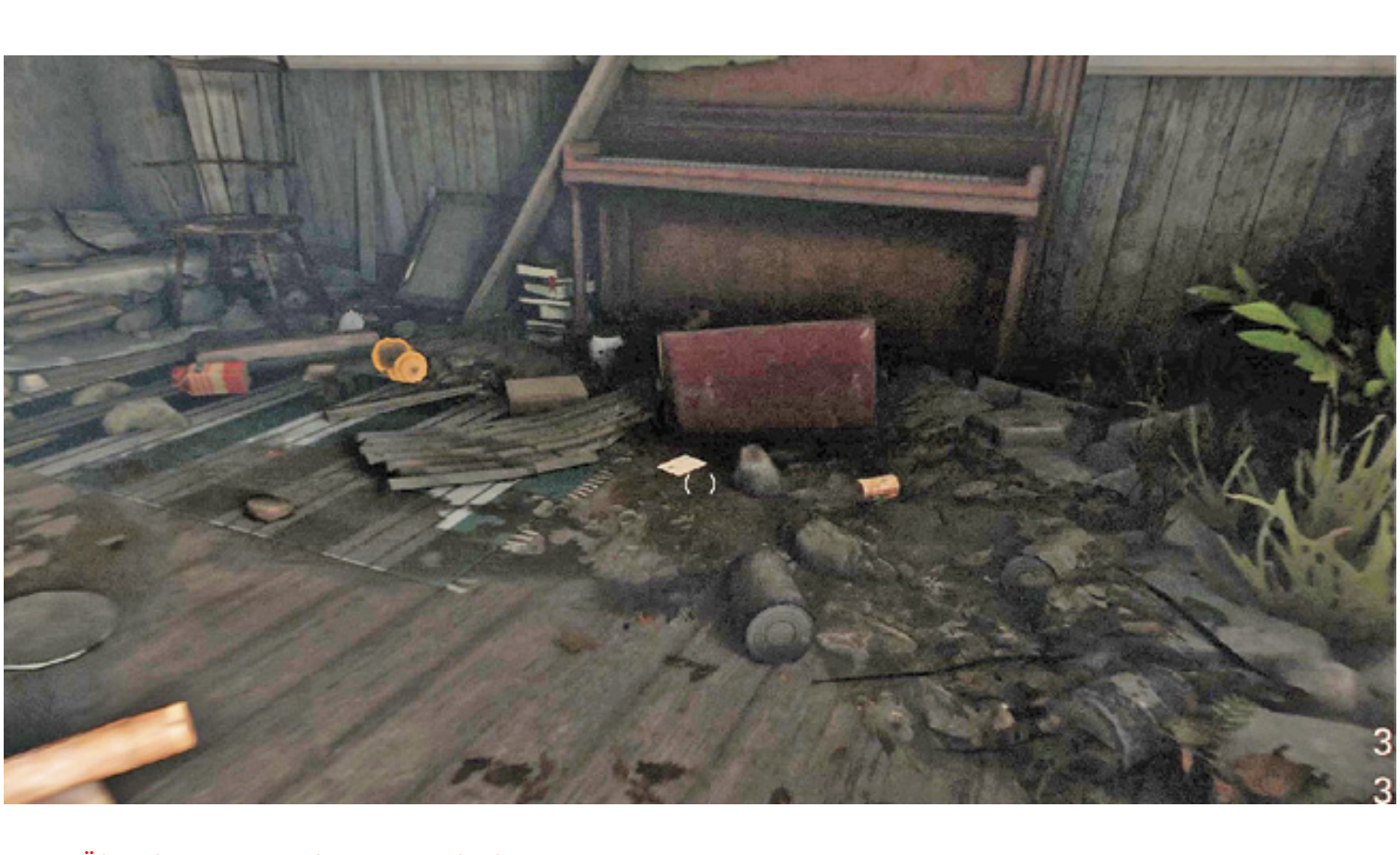
R84: "Washington Urges Cooperation with Liberator Squads"

Newspaper: Ranch exterior, in the stable.


Hold to inspect

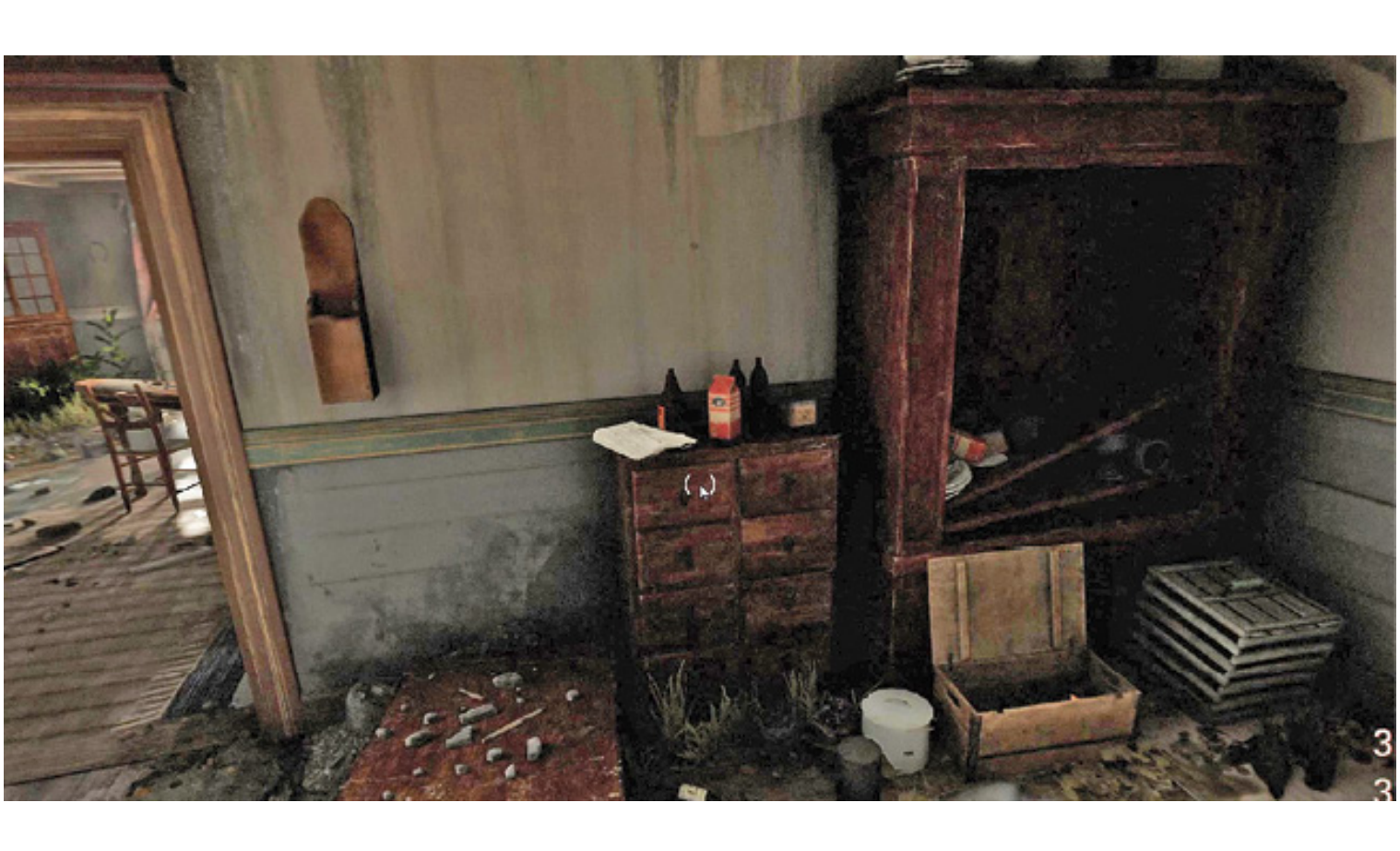
R85: Frank's Letter

Letter: Ranch exterior, in the stable loft. Climb the ladder to reach it.



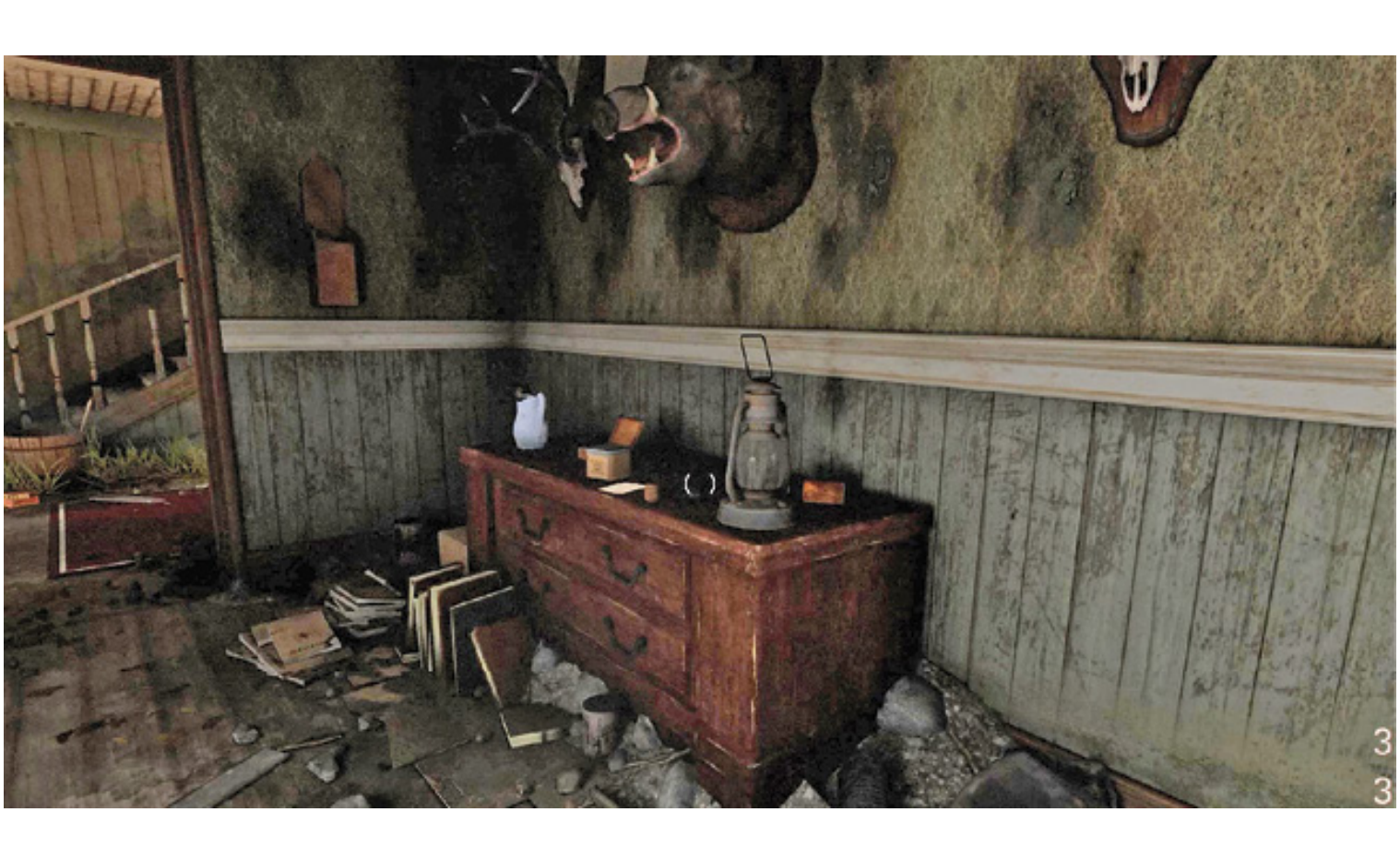
R86: Überkommandant Wechsler's Letter

Letter: Ground floor, in the front room of the house.



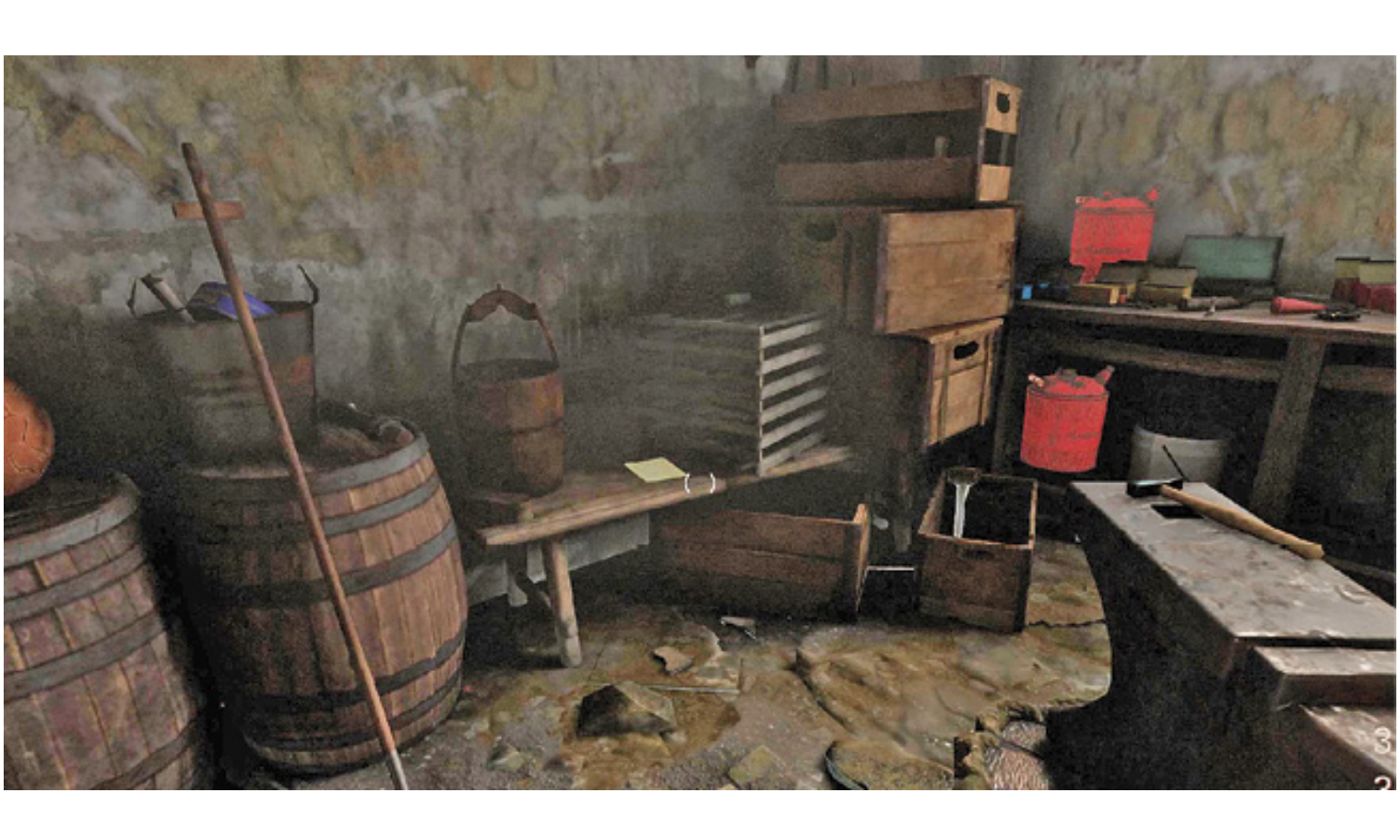
R87: Fragment of Old News Article

Newspaper: Ground floor, in the kitchen.



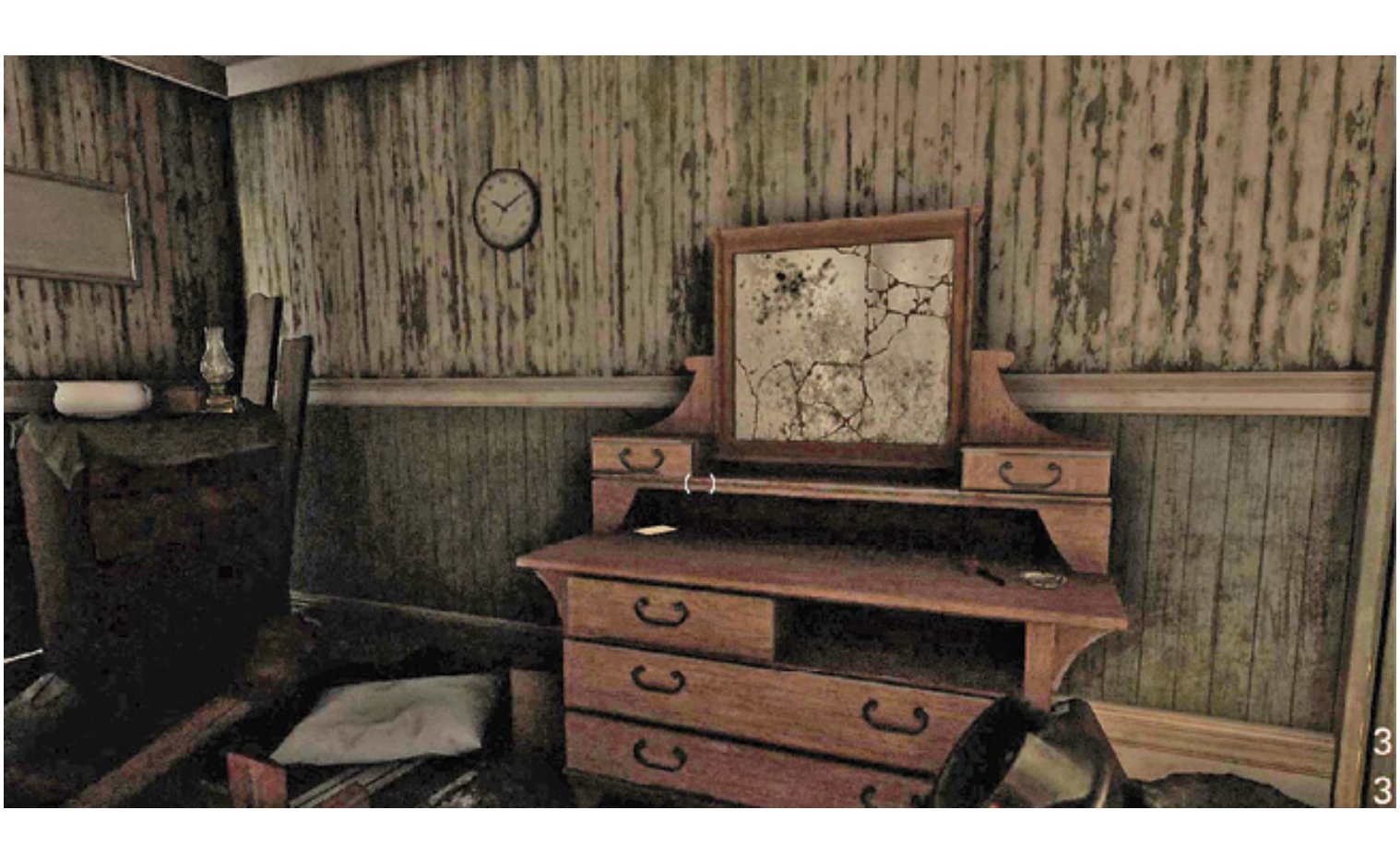
R88: Aunt Wilma's Letter

Letter: Ground floor, in the front room of the house.



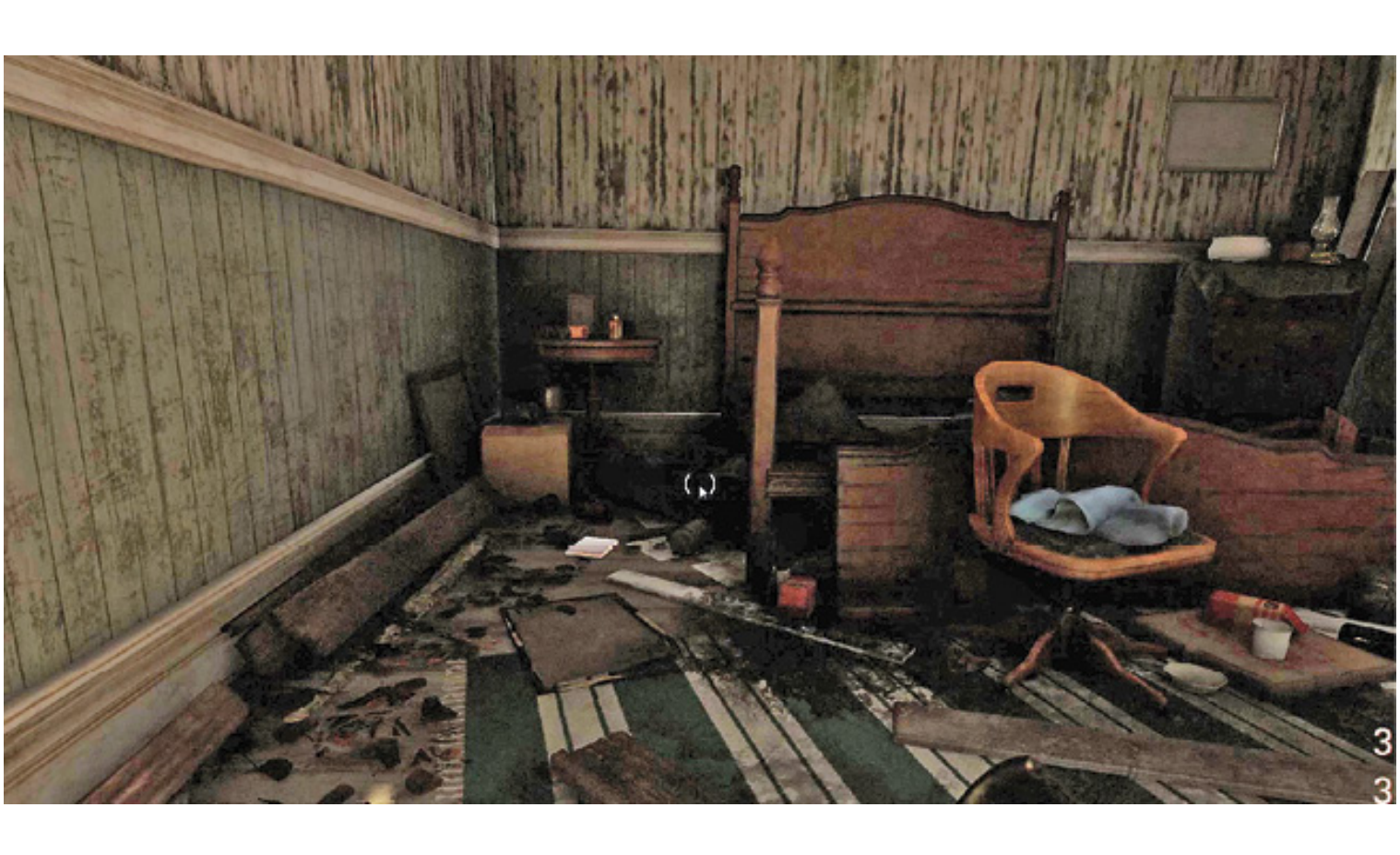
R89: Young Billy's Note

Note: Basement.



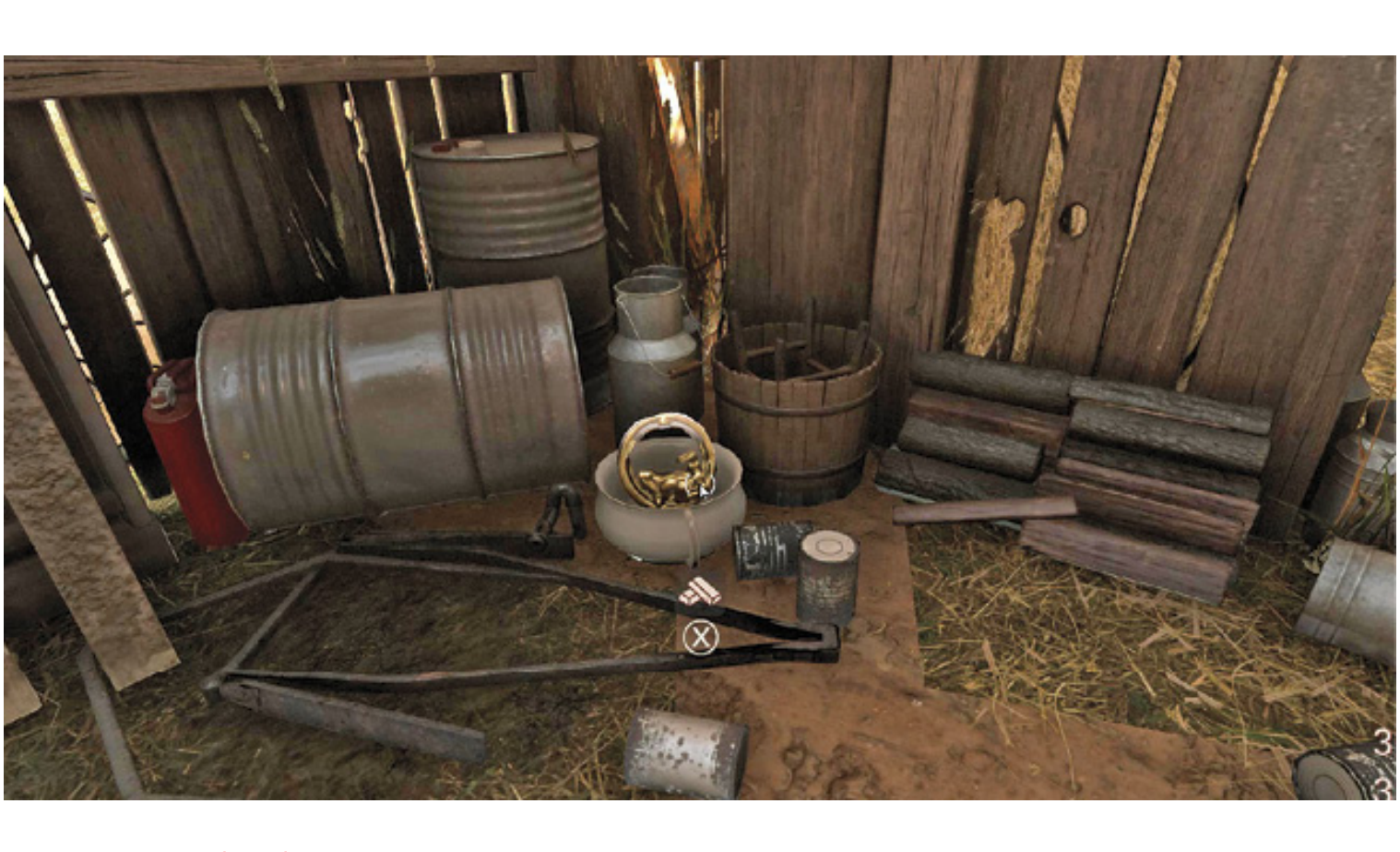
R90: Archibald's Letter

Letter: First floor, in the large bedroom.



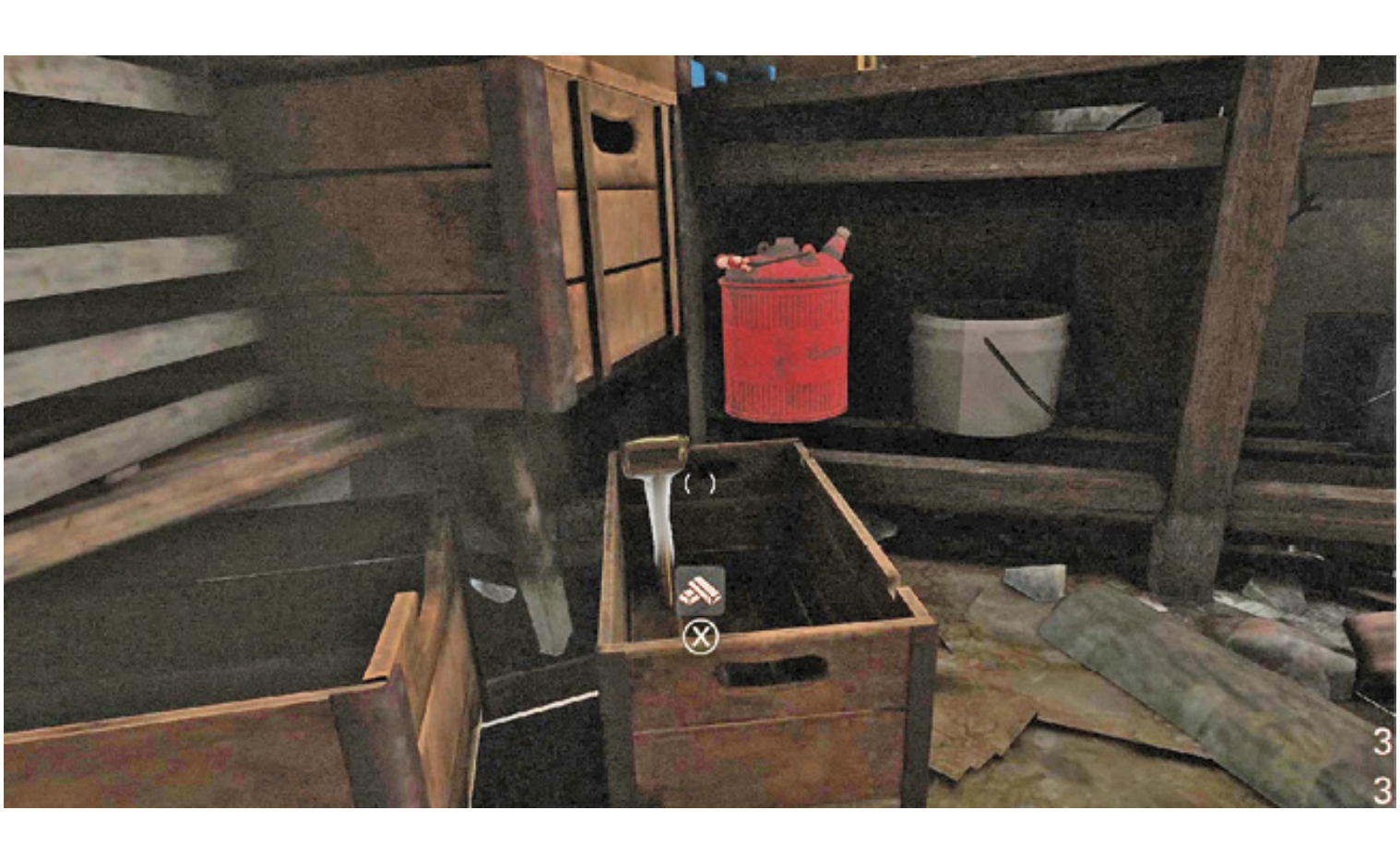
R91: Zofia's Diary

Diary: First floor, in the large bedroom, on the floor.



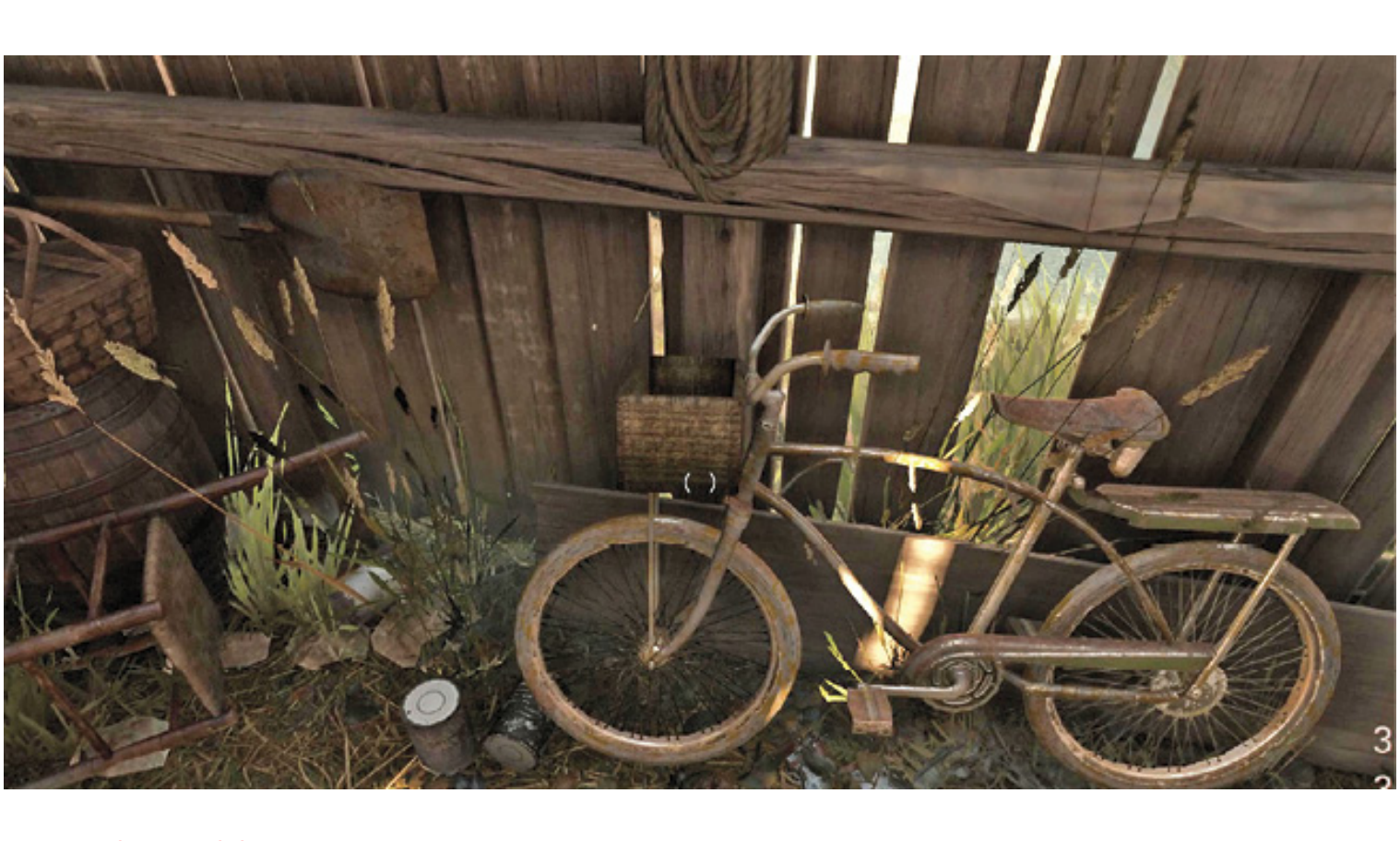
G25: Mono-Wheel

Ranch exterior, in the stable.



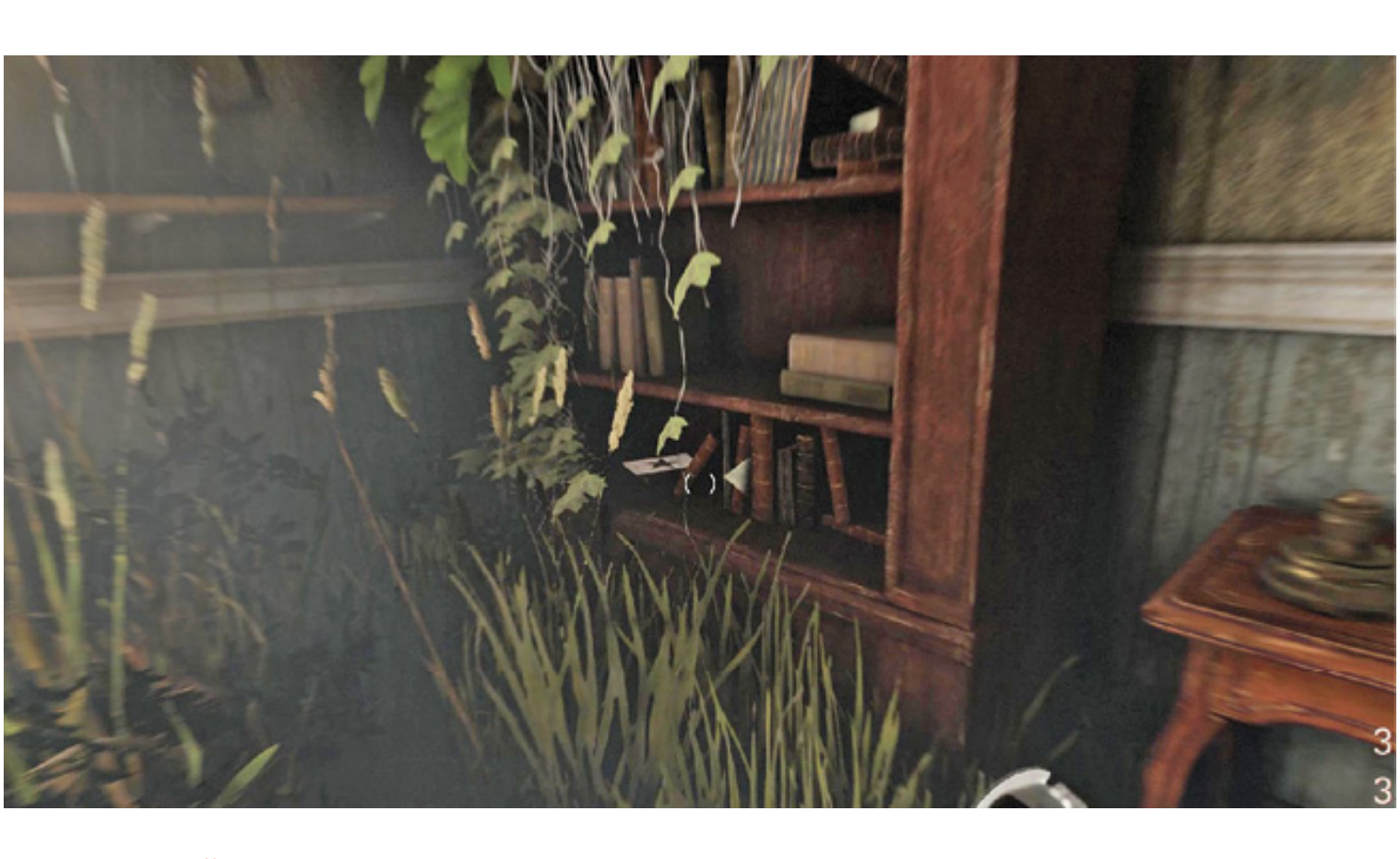
G26: Rip and Zofia

Basement.



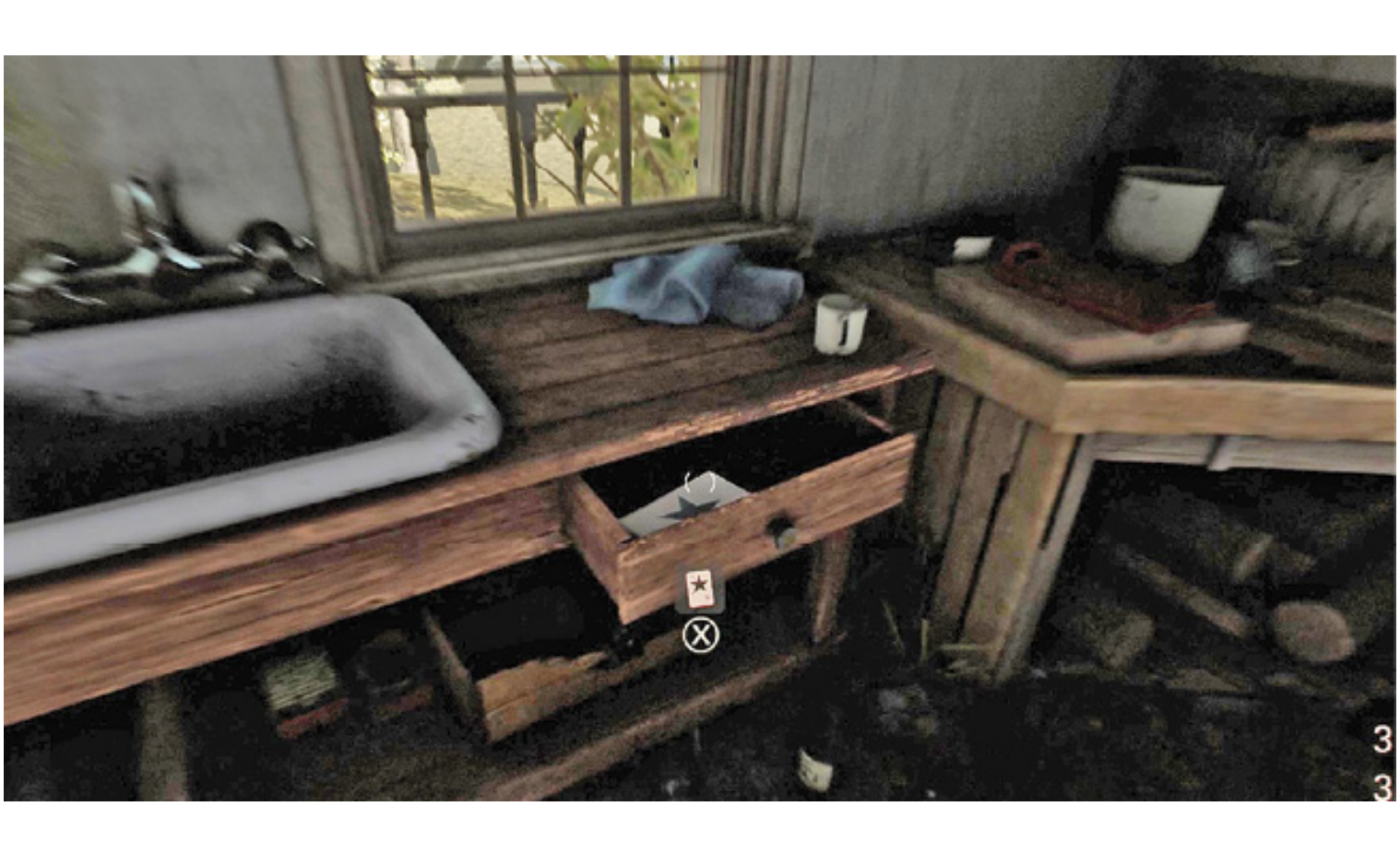
S38: Ruby Webber

Ranch exterior, in the stable, in the basket on the bicycle. This one's tough to find.



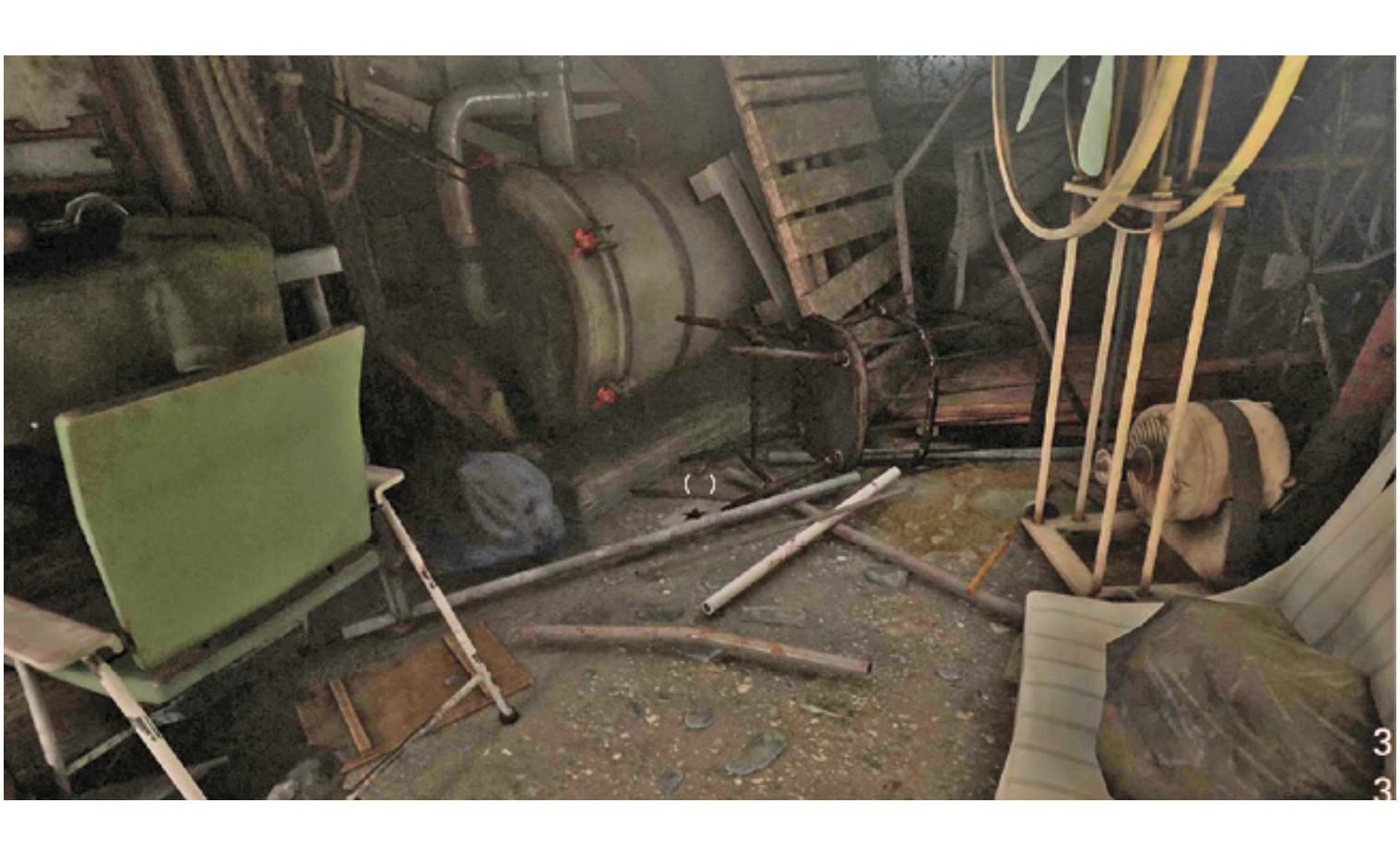
S39: Lucy Cell

Ground floor, in the front room of the house.



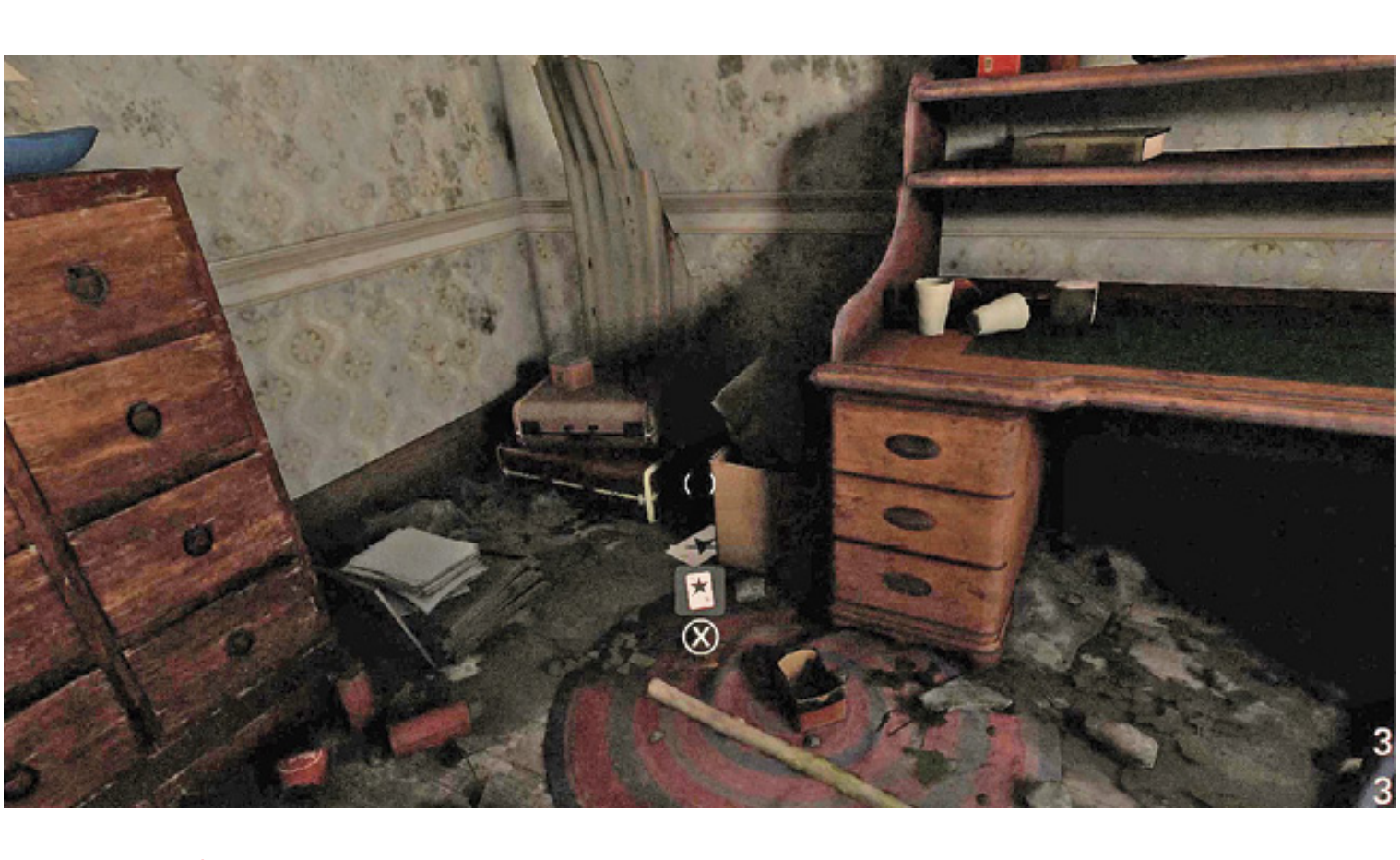
S40: Hector Silver

Ground floor, in the kitchen.



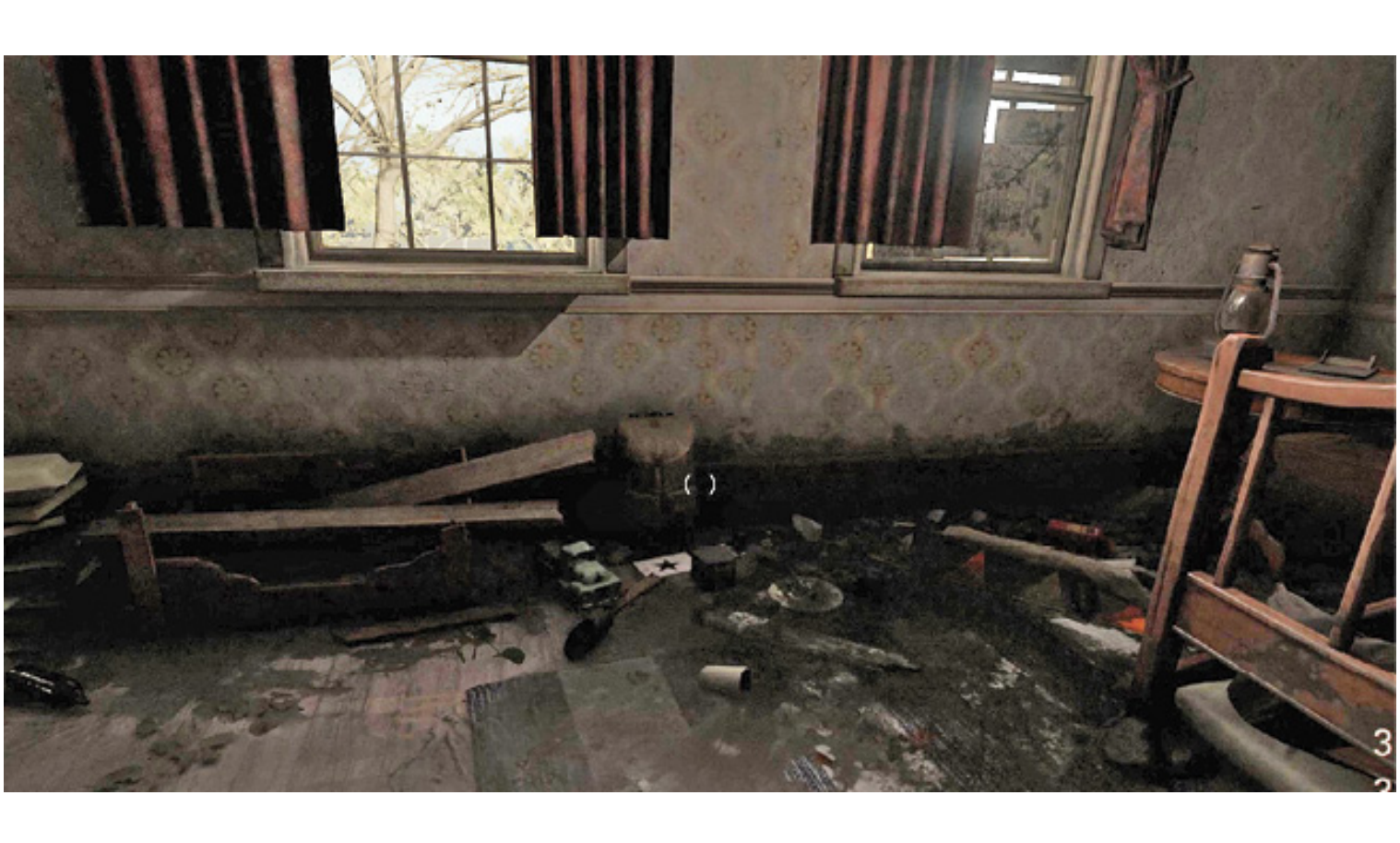
S41: Sebastian Dunn

Basement.



S42: Larry Johnson

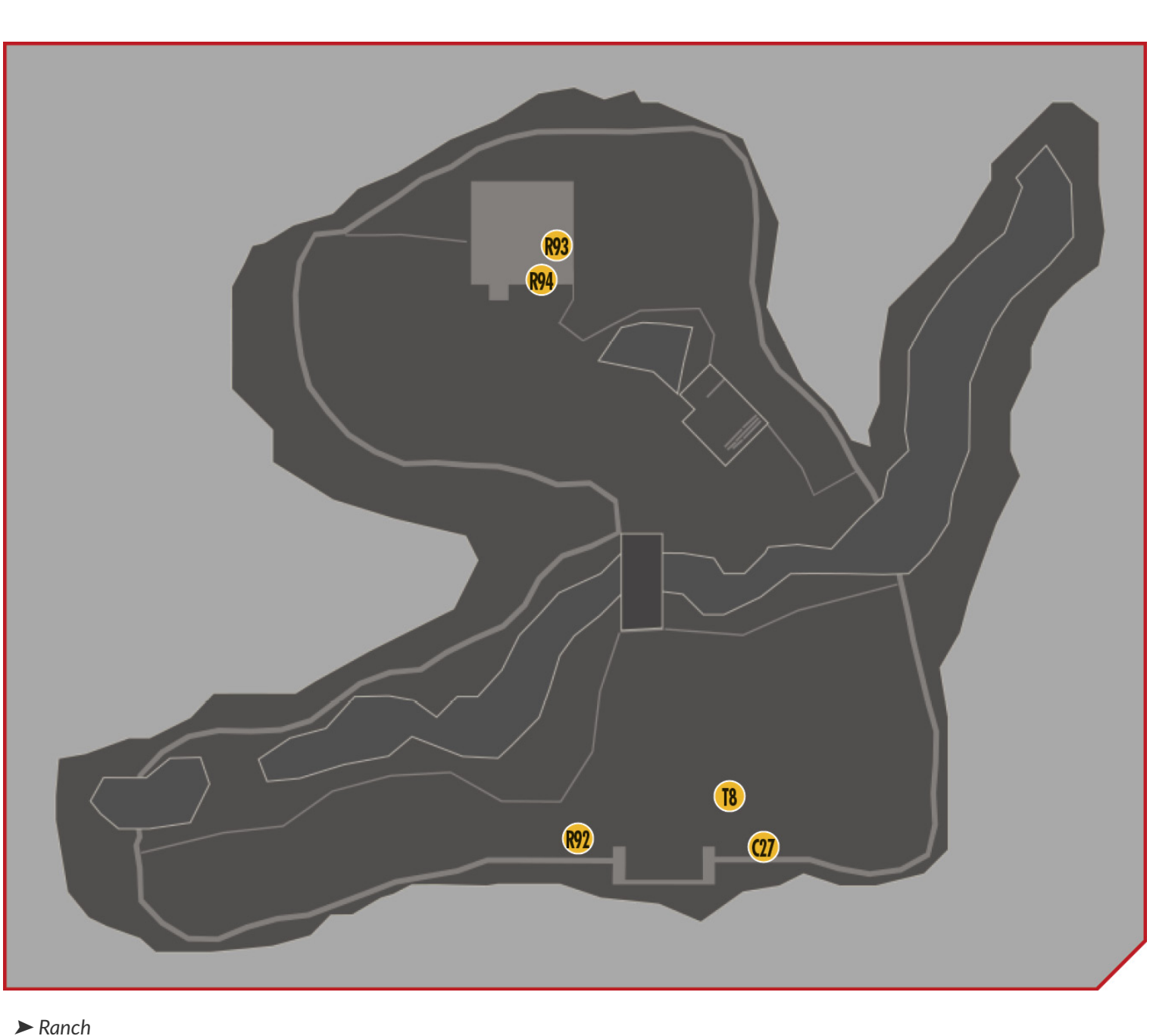
First floor, in the large bedroom, on the floor next to the desk.



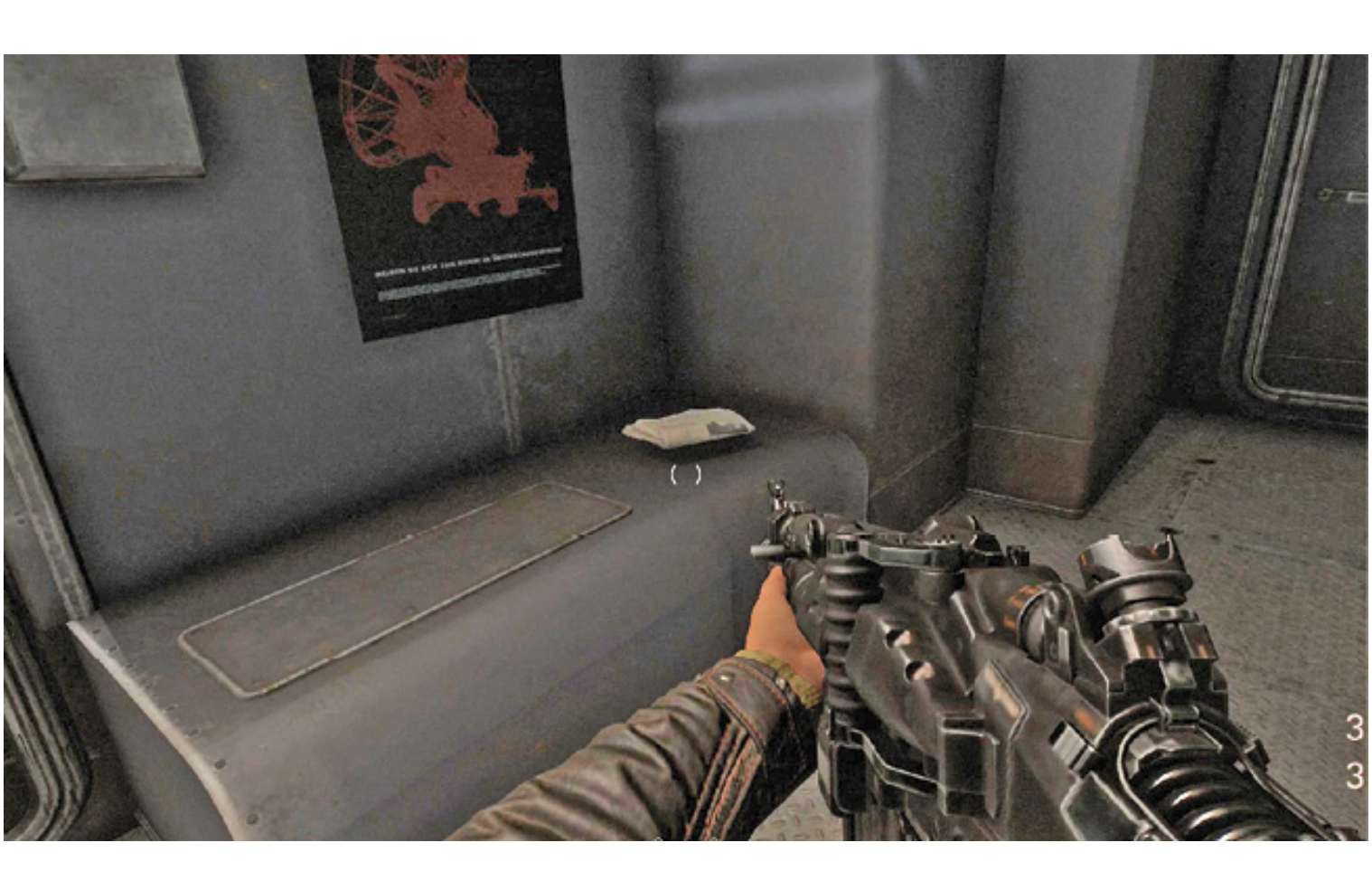
S43: Marty Lean

First floor, in the small bedroom.

ÜBERKOMMANDANT MISSION: MESQUITE FARMHOUSE

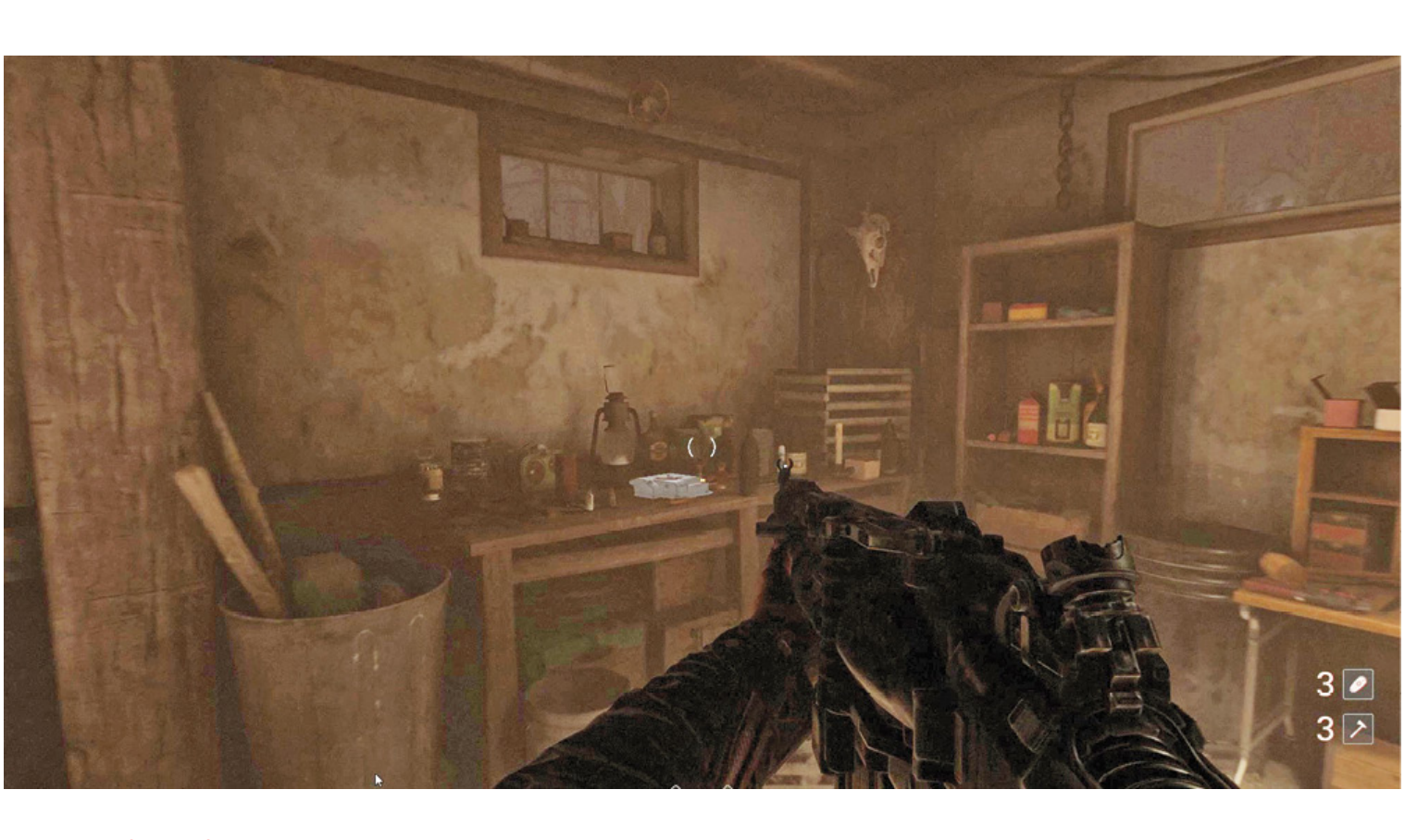

R93
R94
T8
R92
C27

➤ *Ranch*



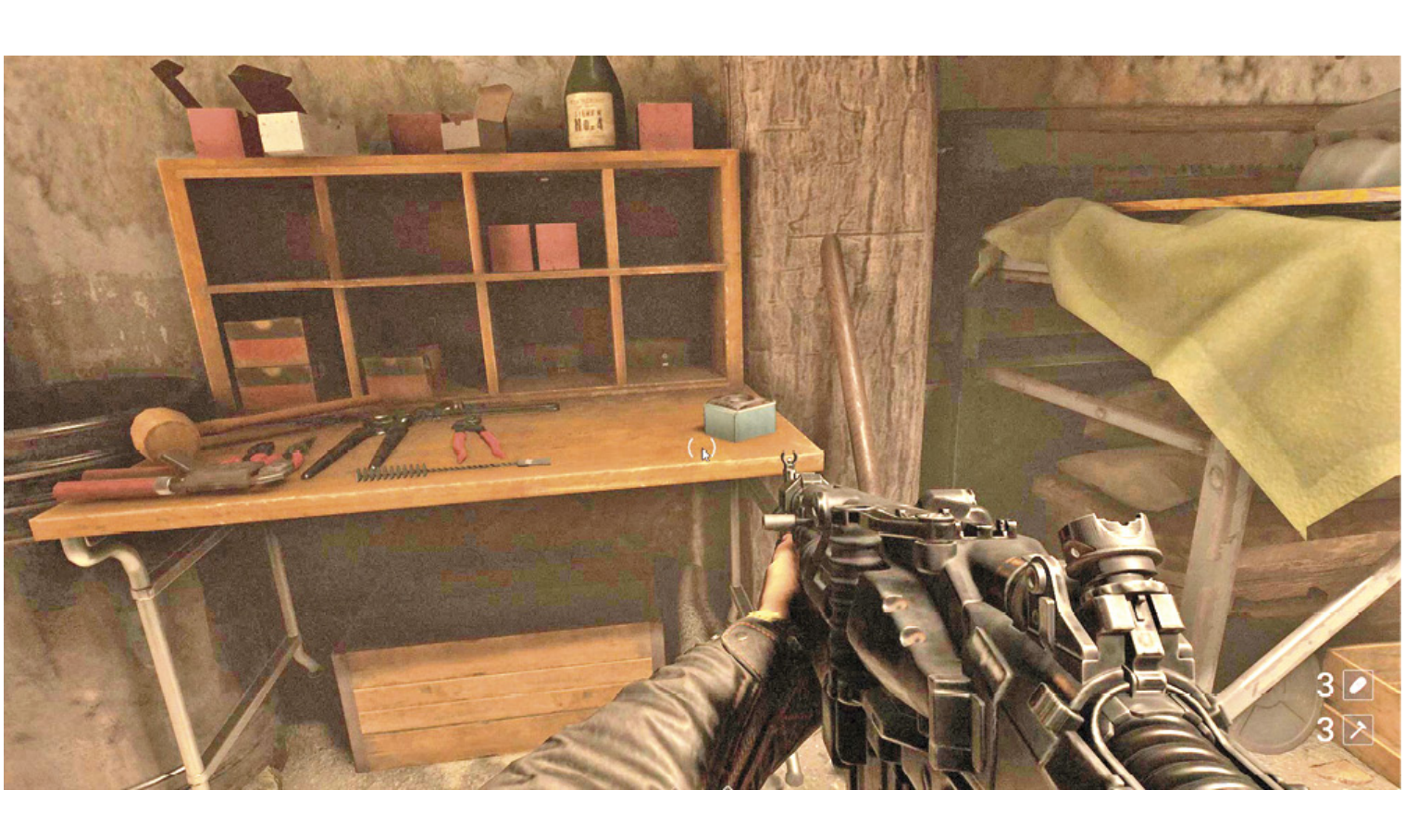
R92: "'Liesel' Season 9 to Celebrate the Fatherland"

Newspaper: Ranch exterior, in one of the small rooms on the upper level along the wall near the main gate.



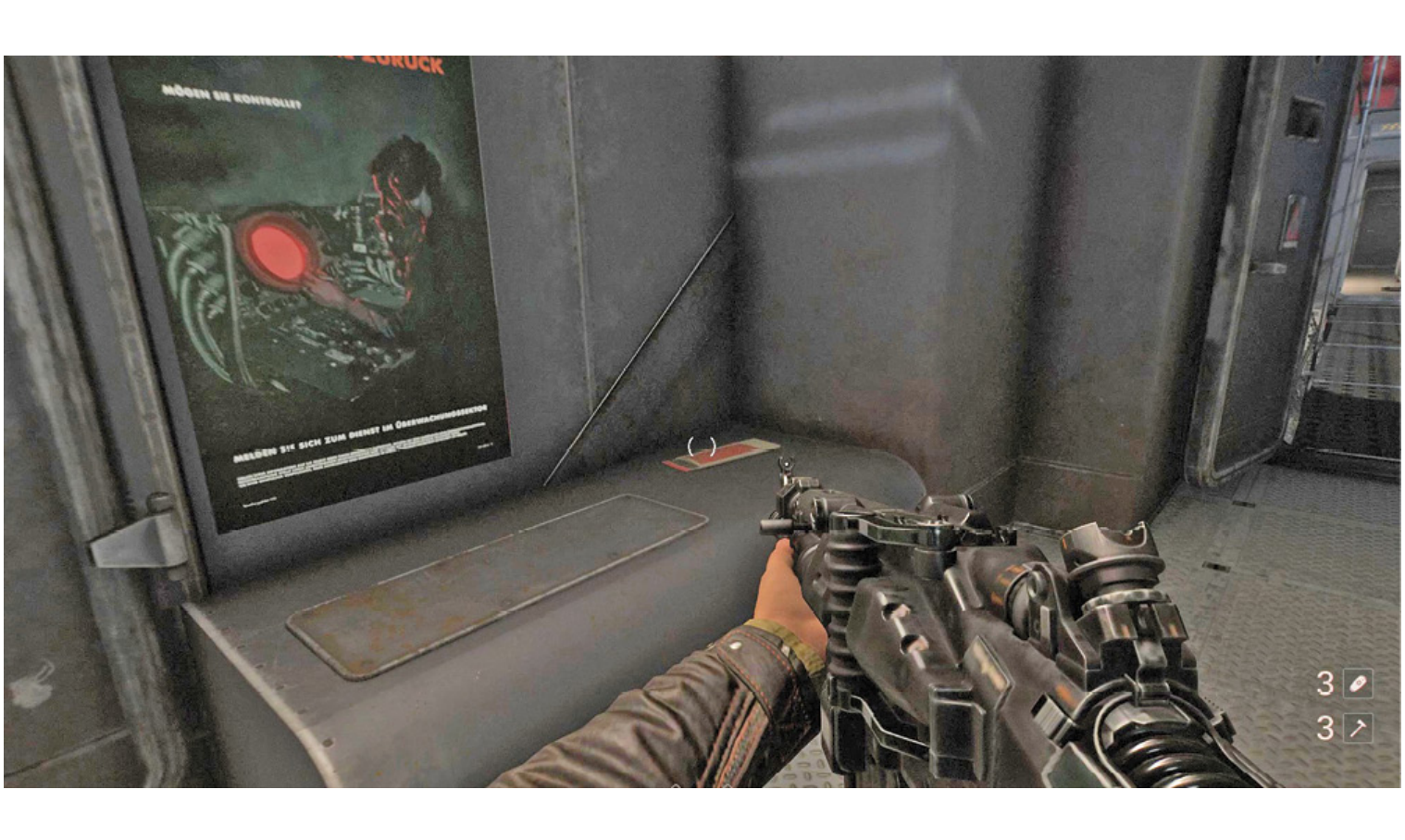
R93: Lady Helene's E-Post

E-post: Basement, on a workbench.



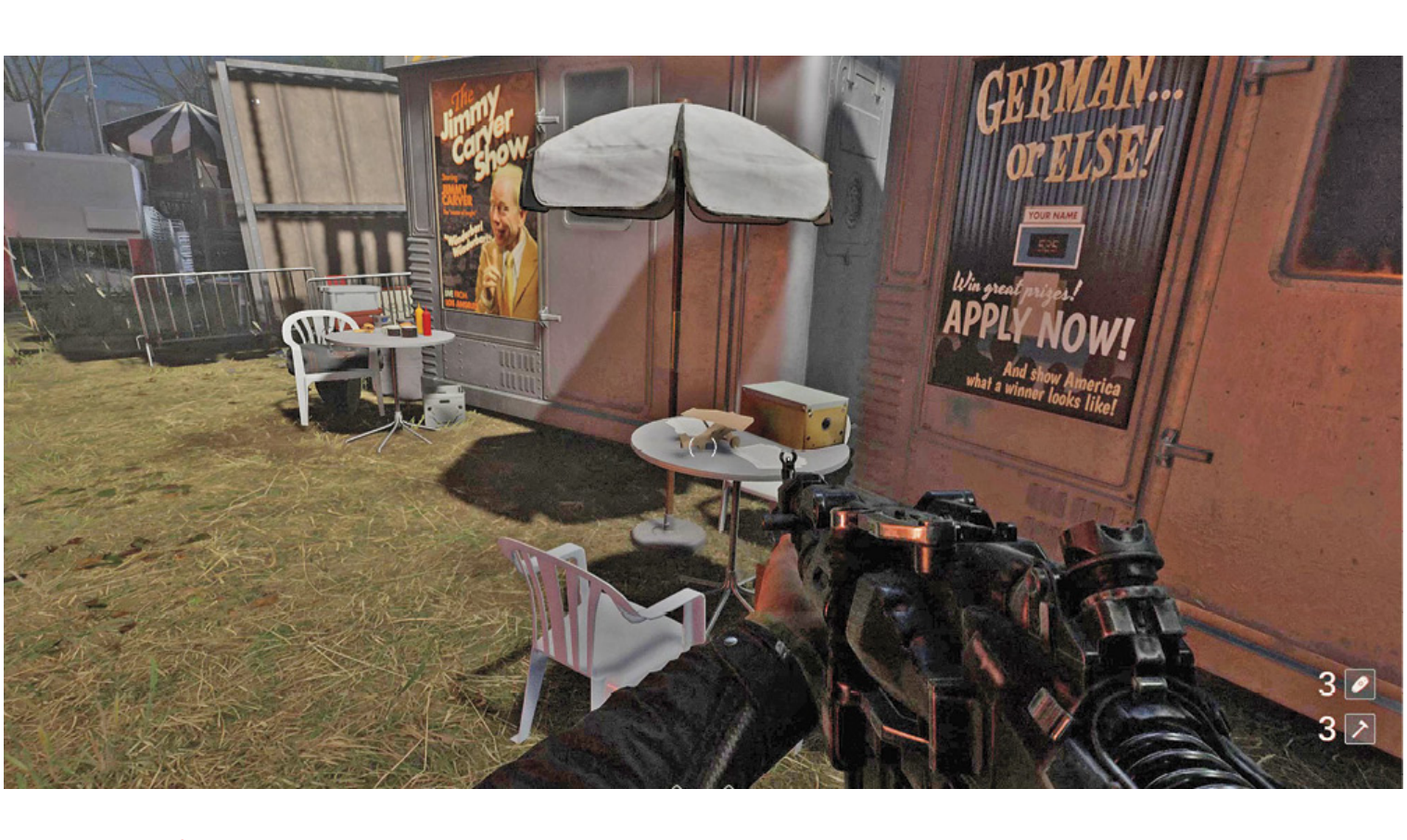
R94: Fragment of a Movie Script

Piece of paper: Basement.



C27: Mesquite Farmhouse

Ranch exterior, in the second room on the upper level along the wall near the main gate.


The Jimmy Carter Show
GERMAN... or ELSE!
Win great prizes!
APPLY NOW!
And show America what a winner looks like!

T8: Paper Plane

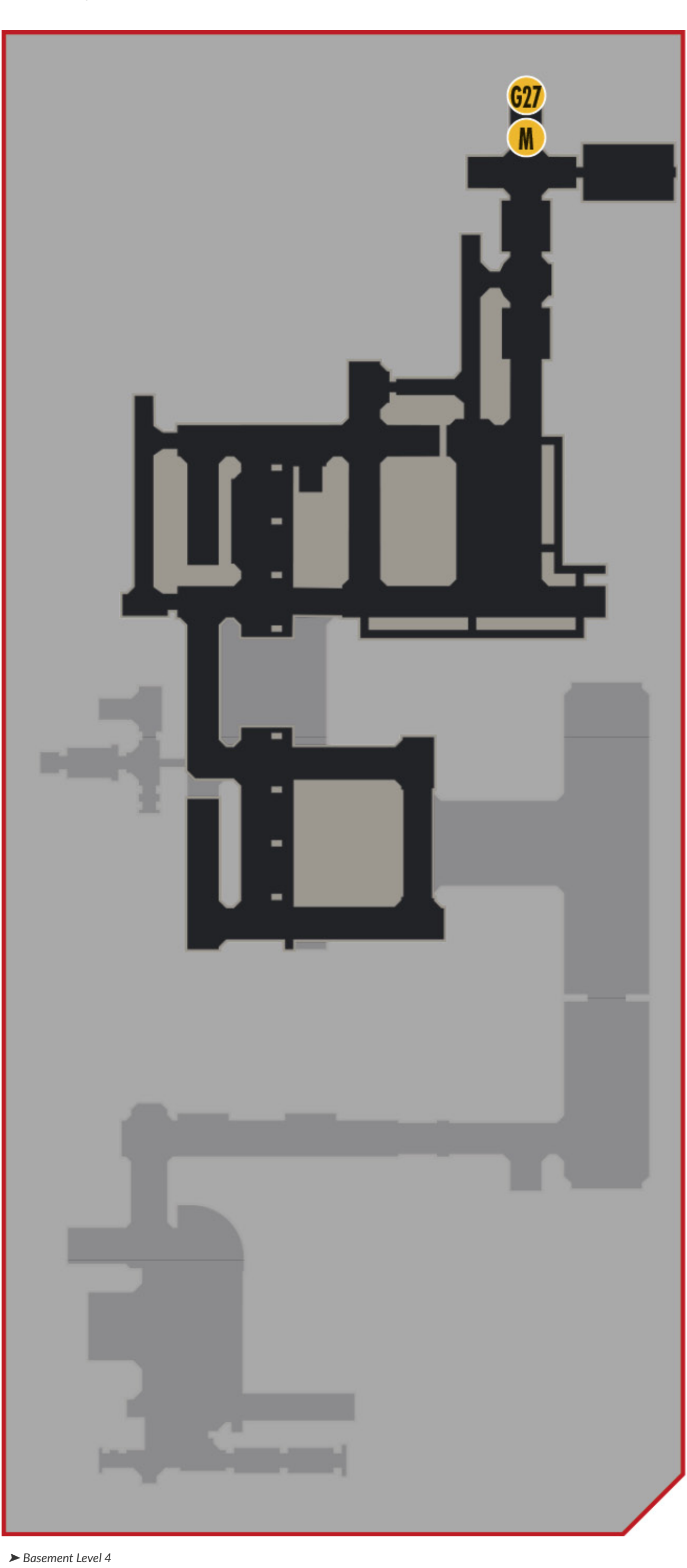
Ranch exterior, on the ground level, near a trailer by the main gate.

Collectibles

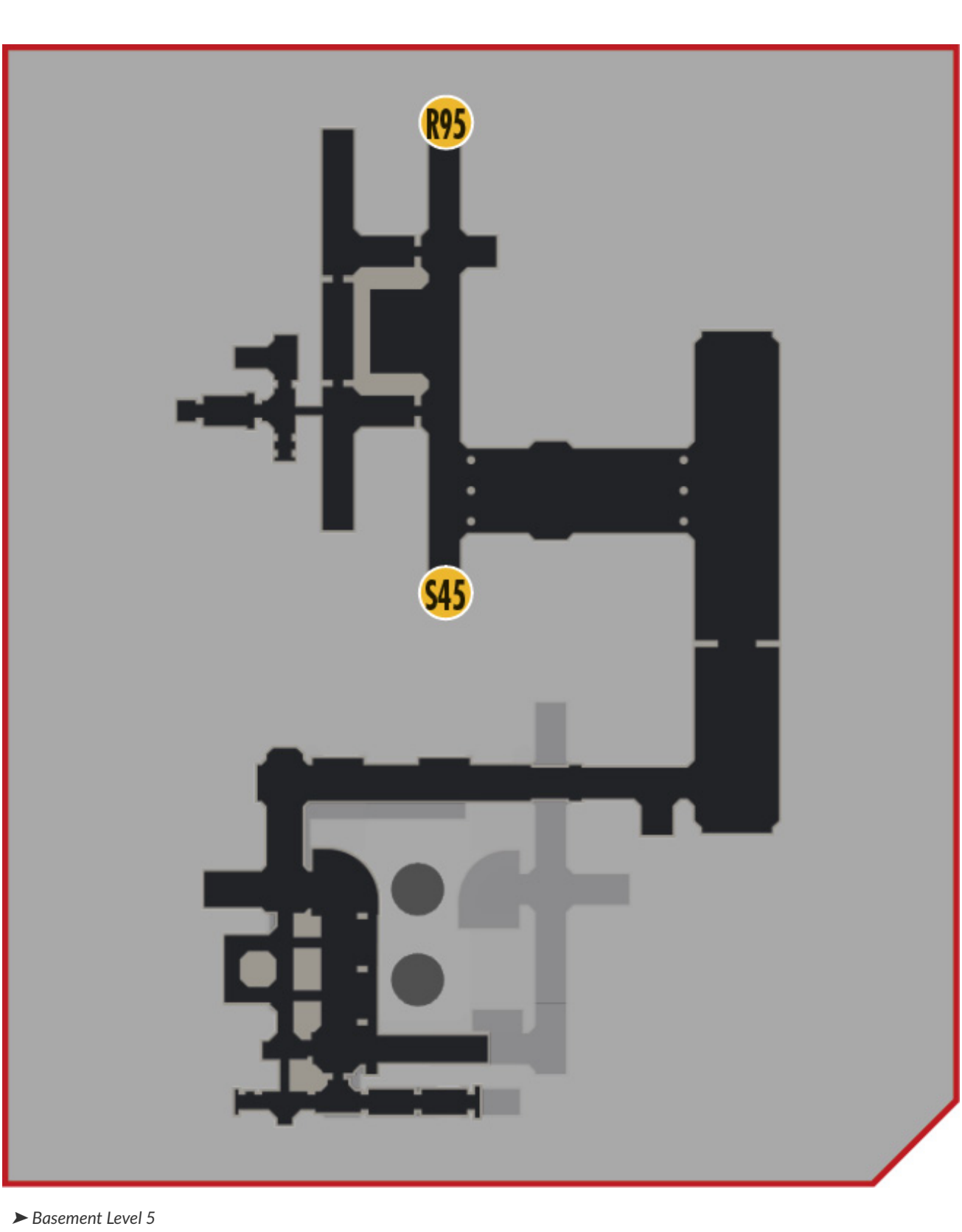
A New Suit

RECOVER THE NEW ORLEANS DOSSIER

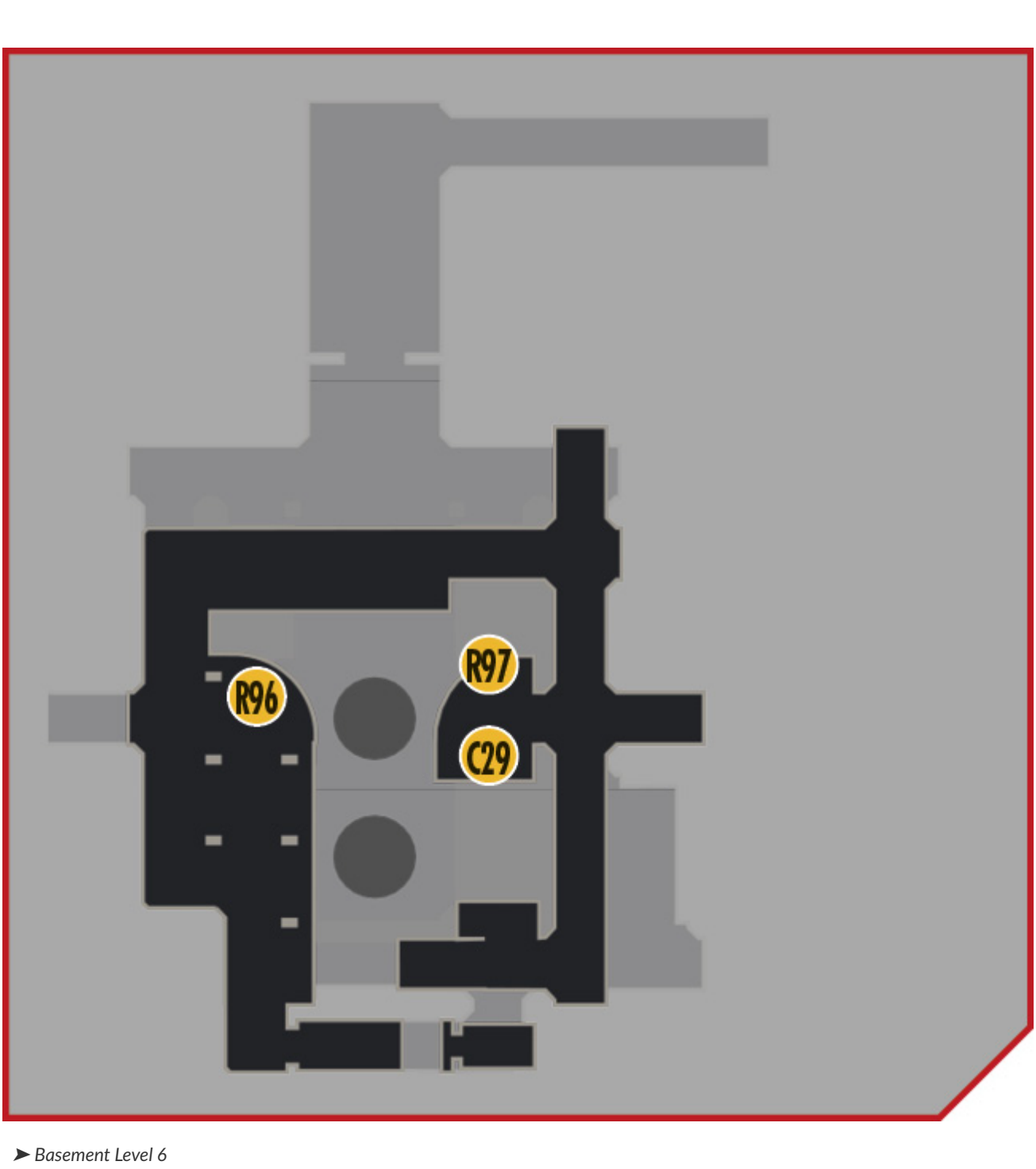
Collectibles don't start showing up until you get through the decontamination room and into the bunker. Don't waste time and health searching in the radioactive ruins.



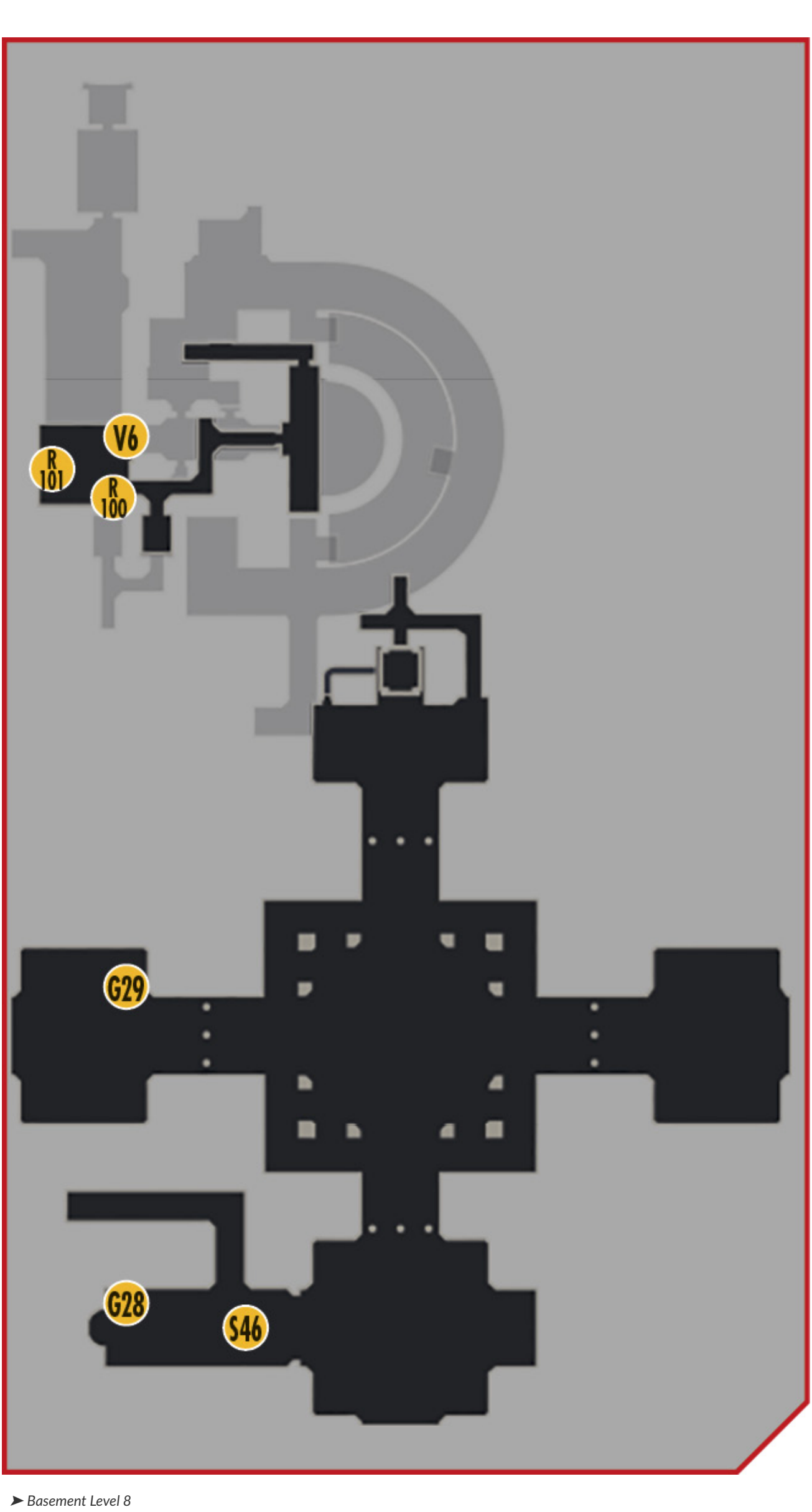
➤ Basement Level 4



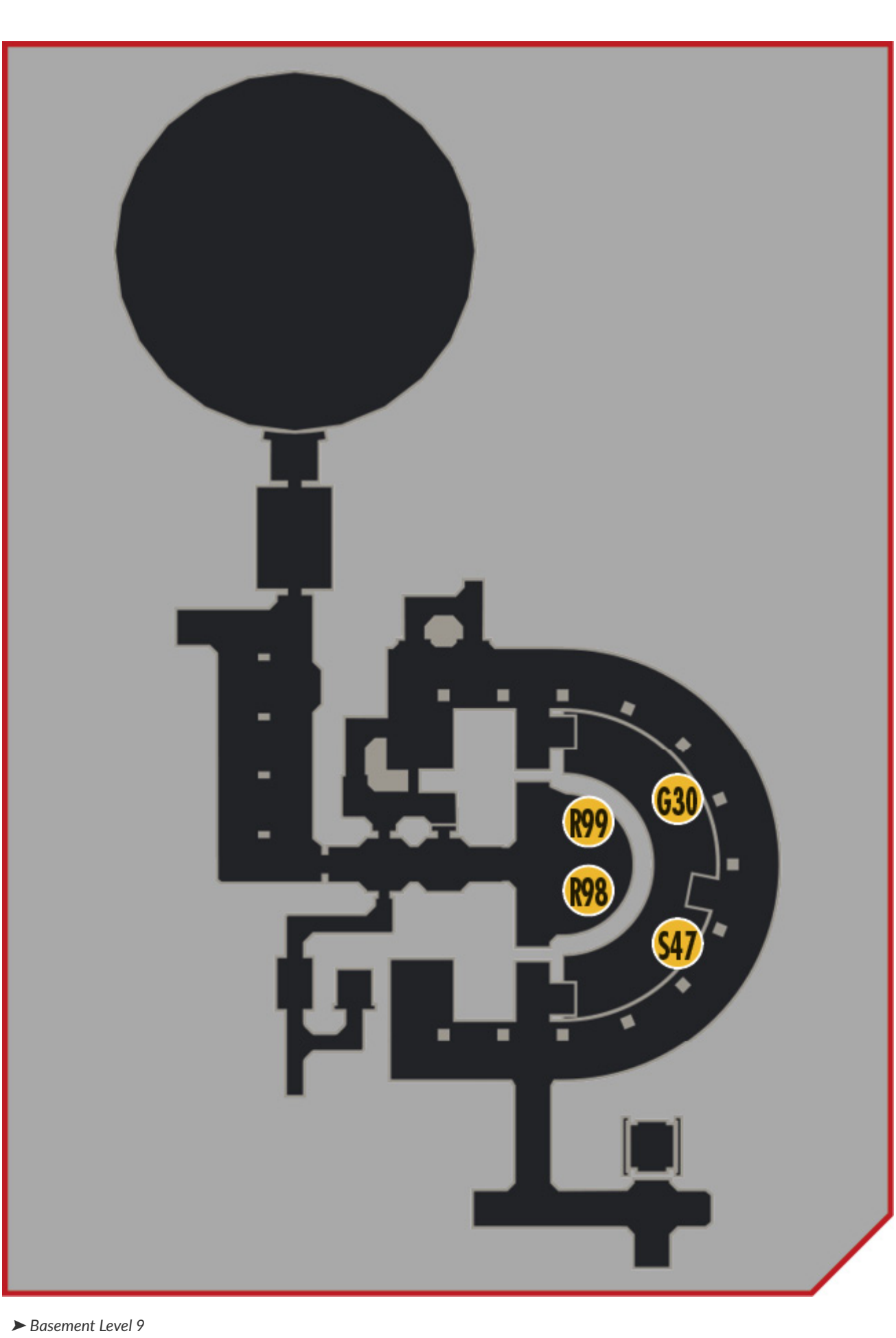
➤ Basement Level 5



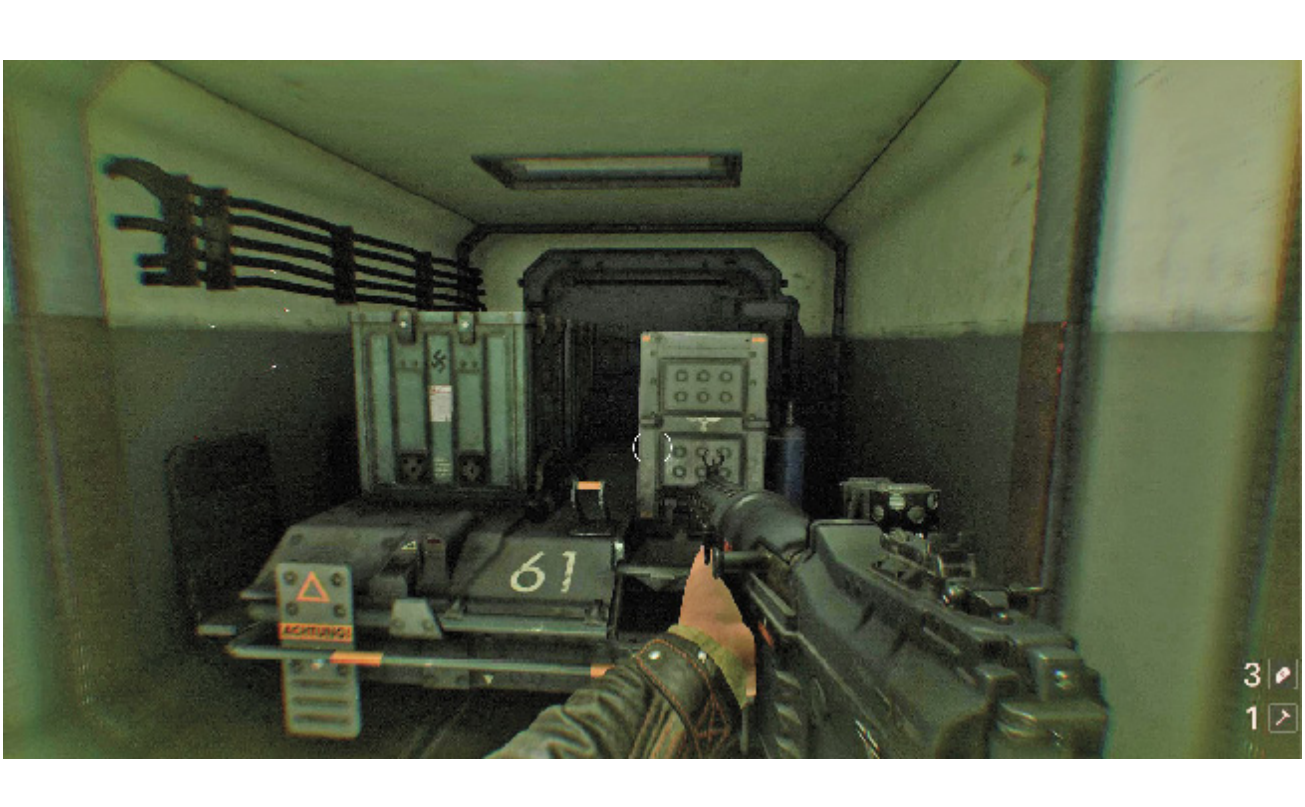
➤ Basement Level 6



➤ Basement Level 8

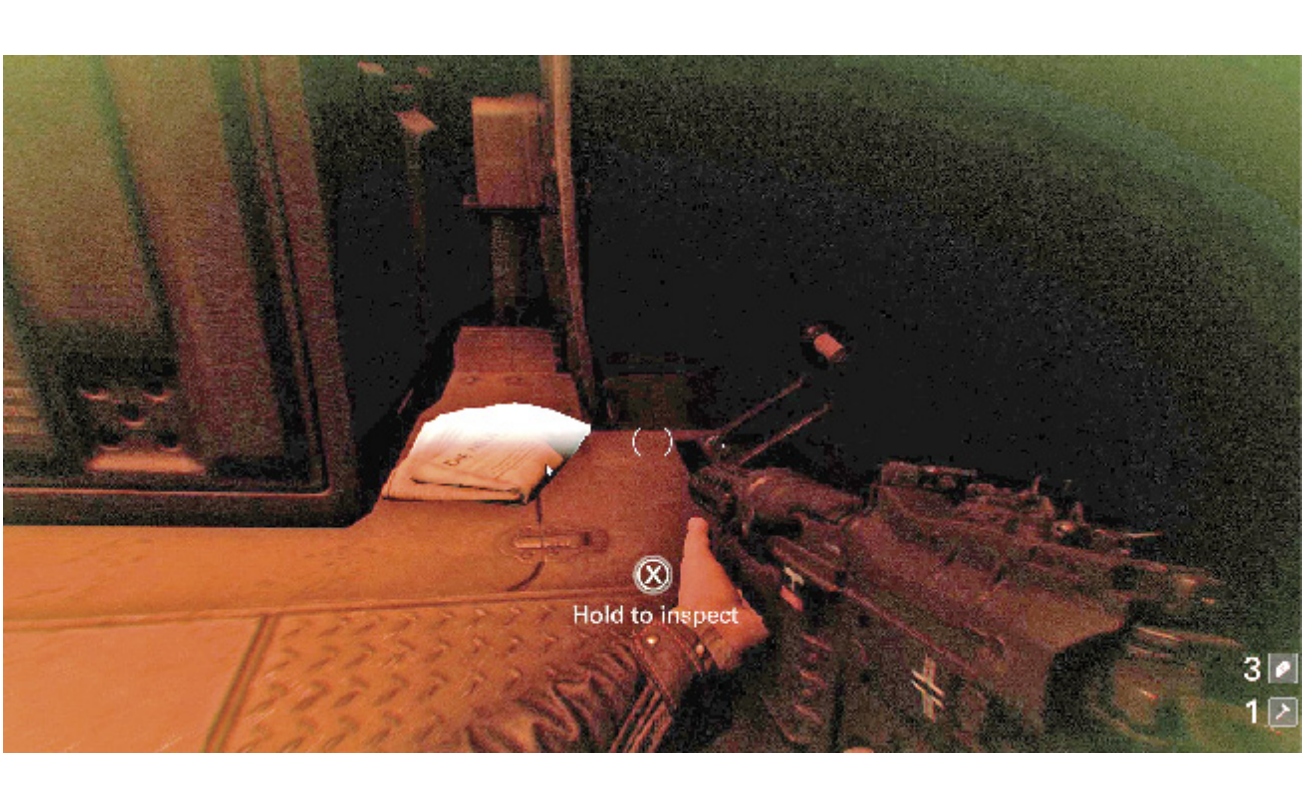


➤ Basement Level 9



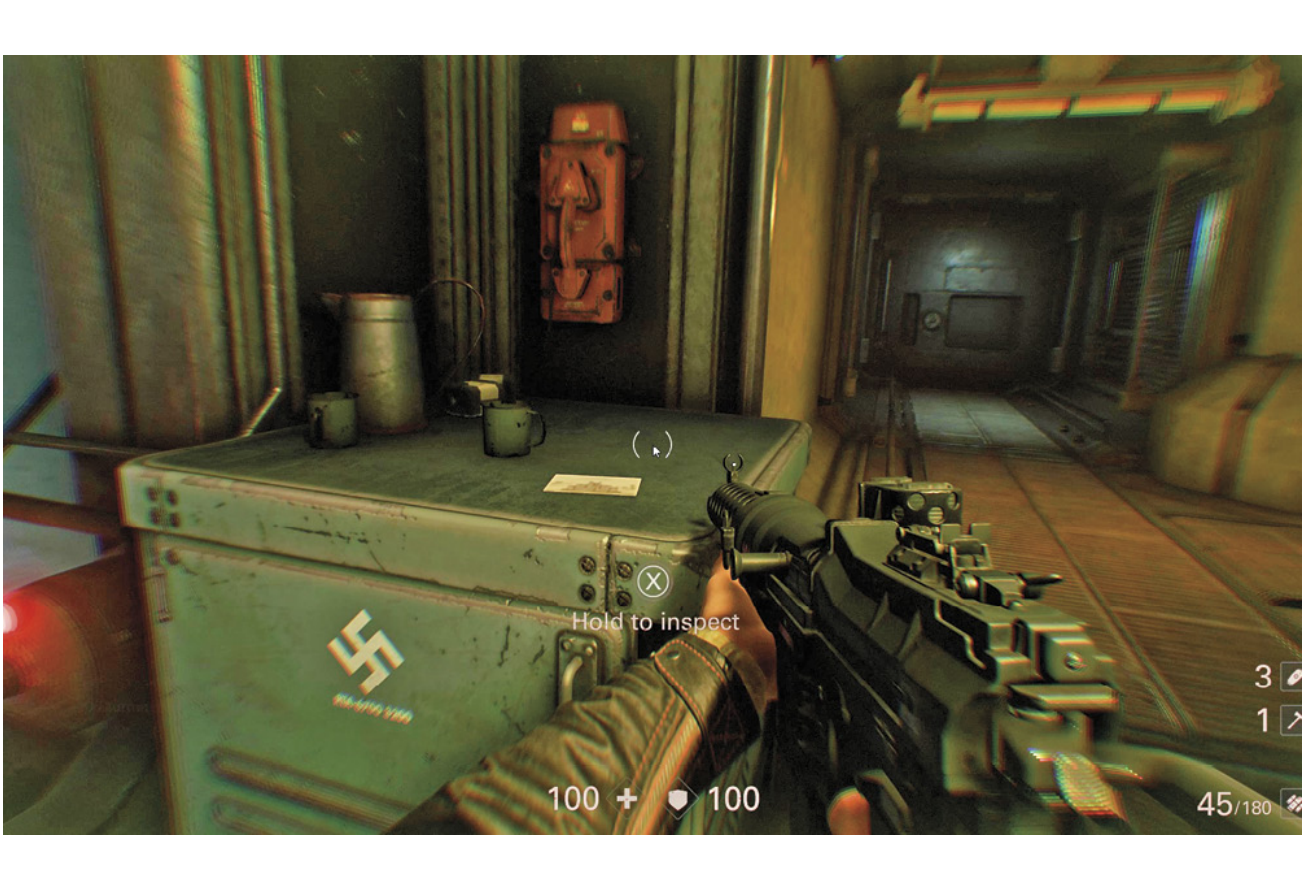
Map

Basement Level 4, among some containers right after you enter the bunker.



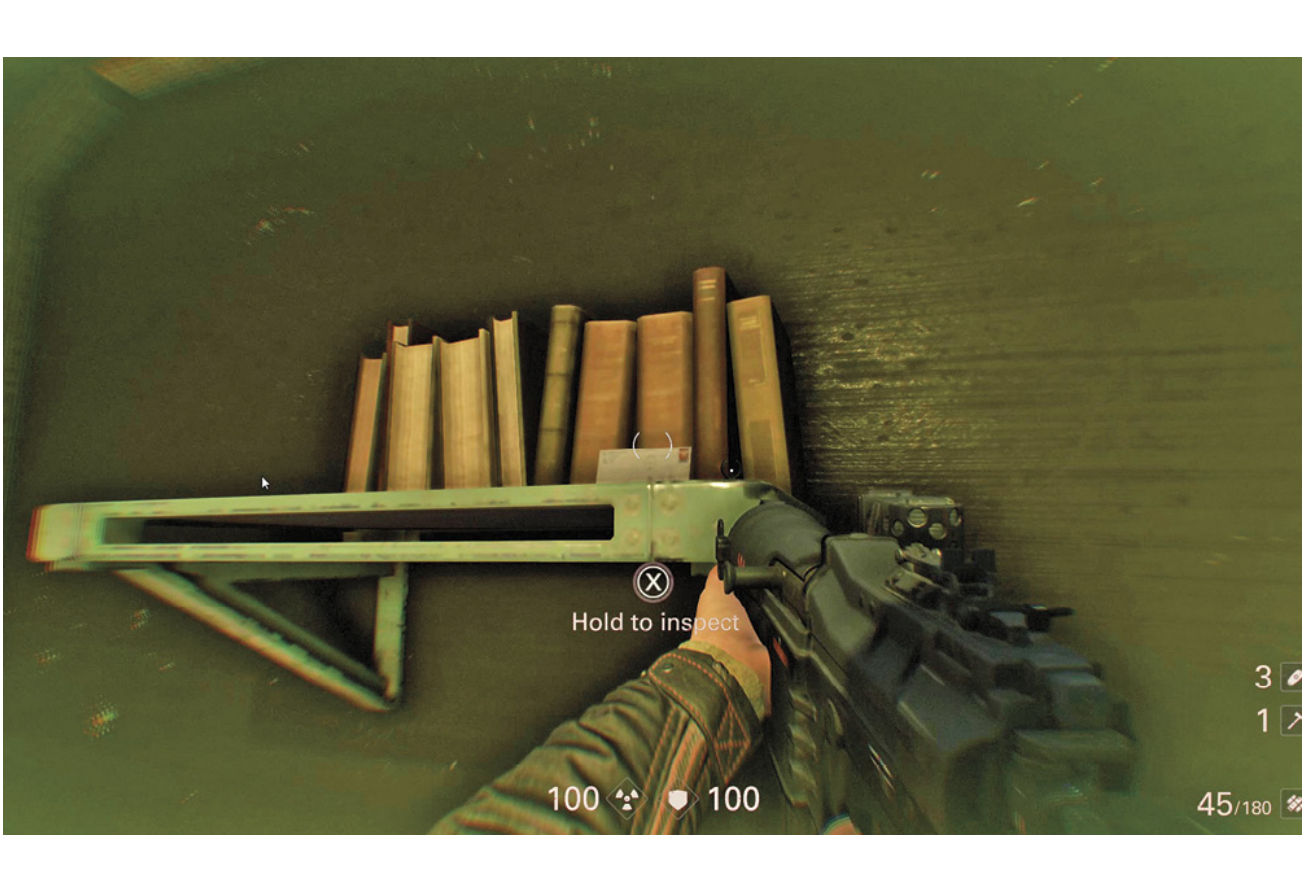
R95: "Meet the Dapper Young KKK Leader with a Message of Hope"

Newspaper: Basement Level 5, behind some containers.



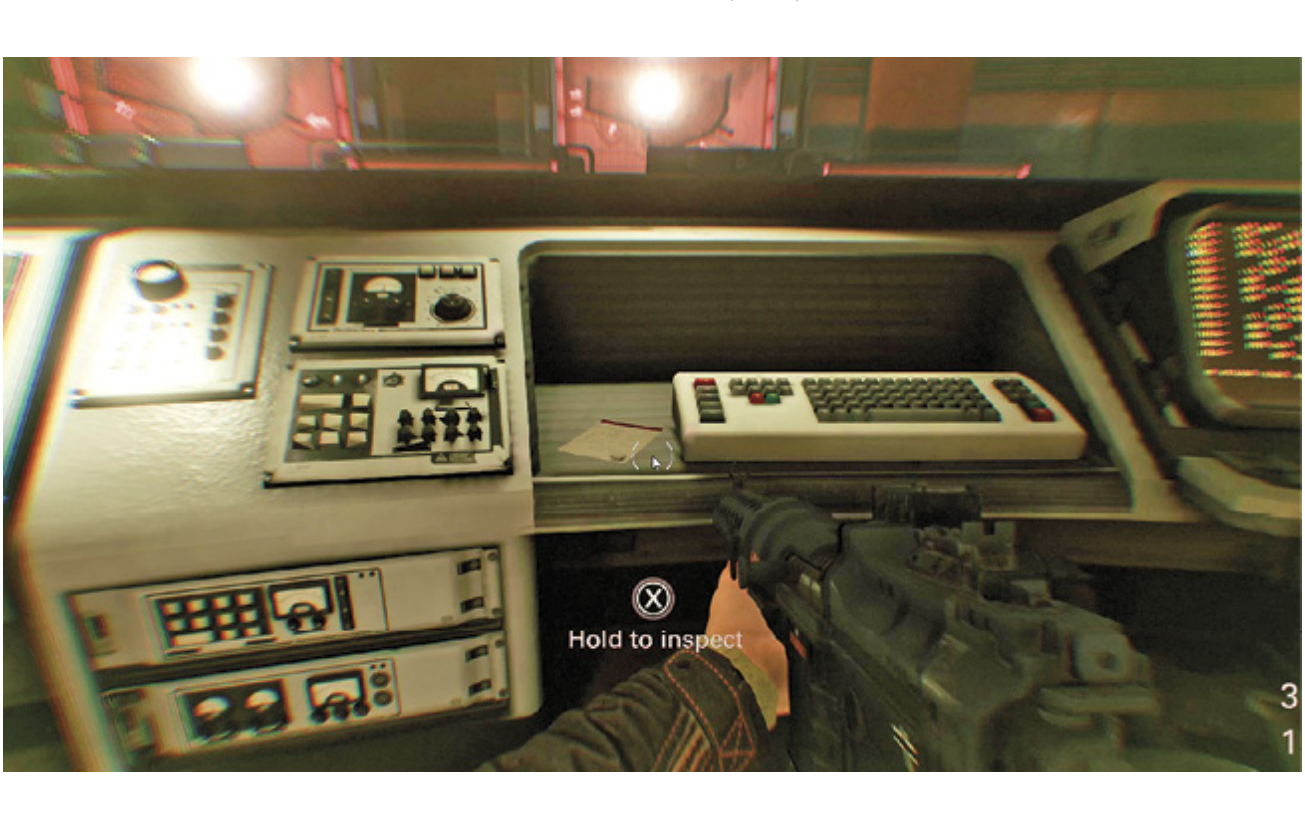
R96: Karla's Postcard

PostCard: Basement Level 6, in one of the control rooms.



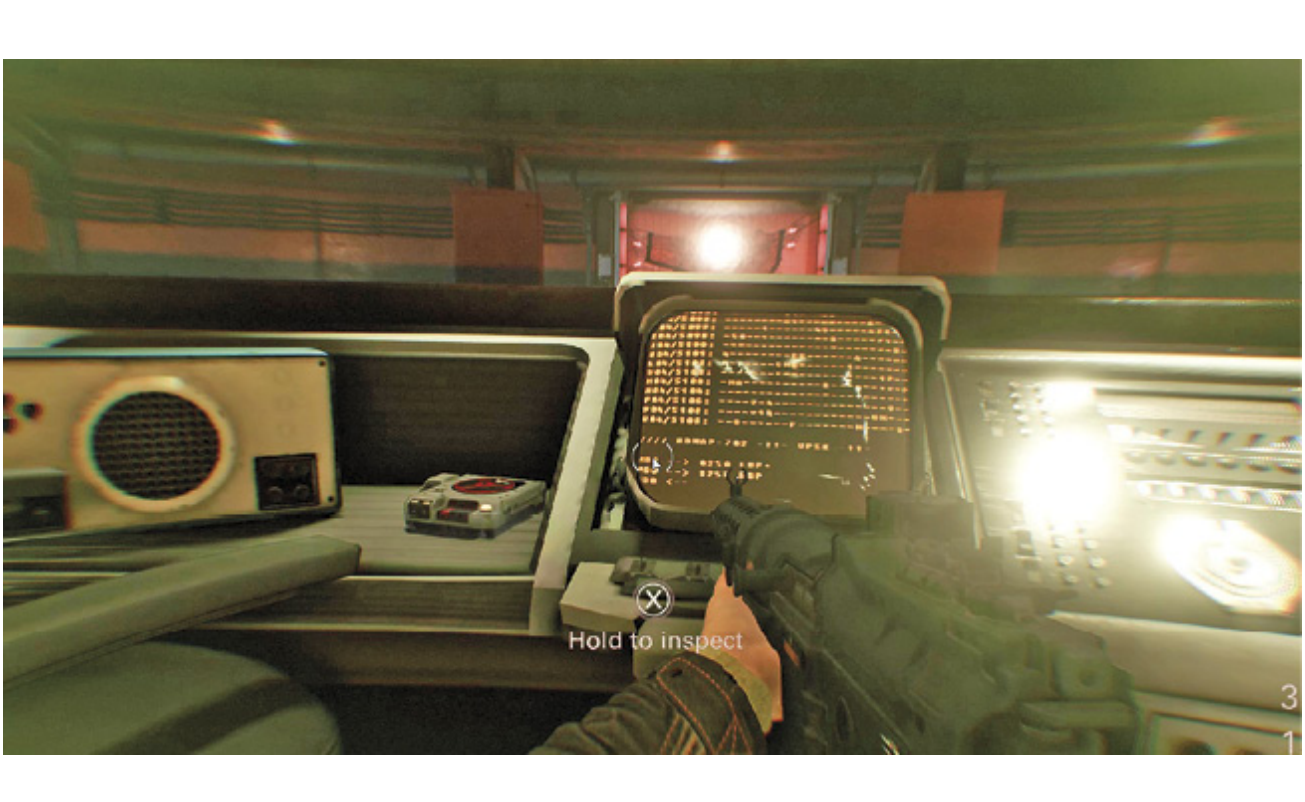
R97: Klaus' Letter

Letter: Basement Level 6, in the other control room. This one can be tough to spot.



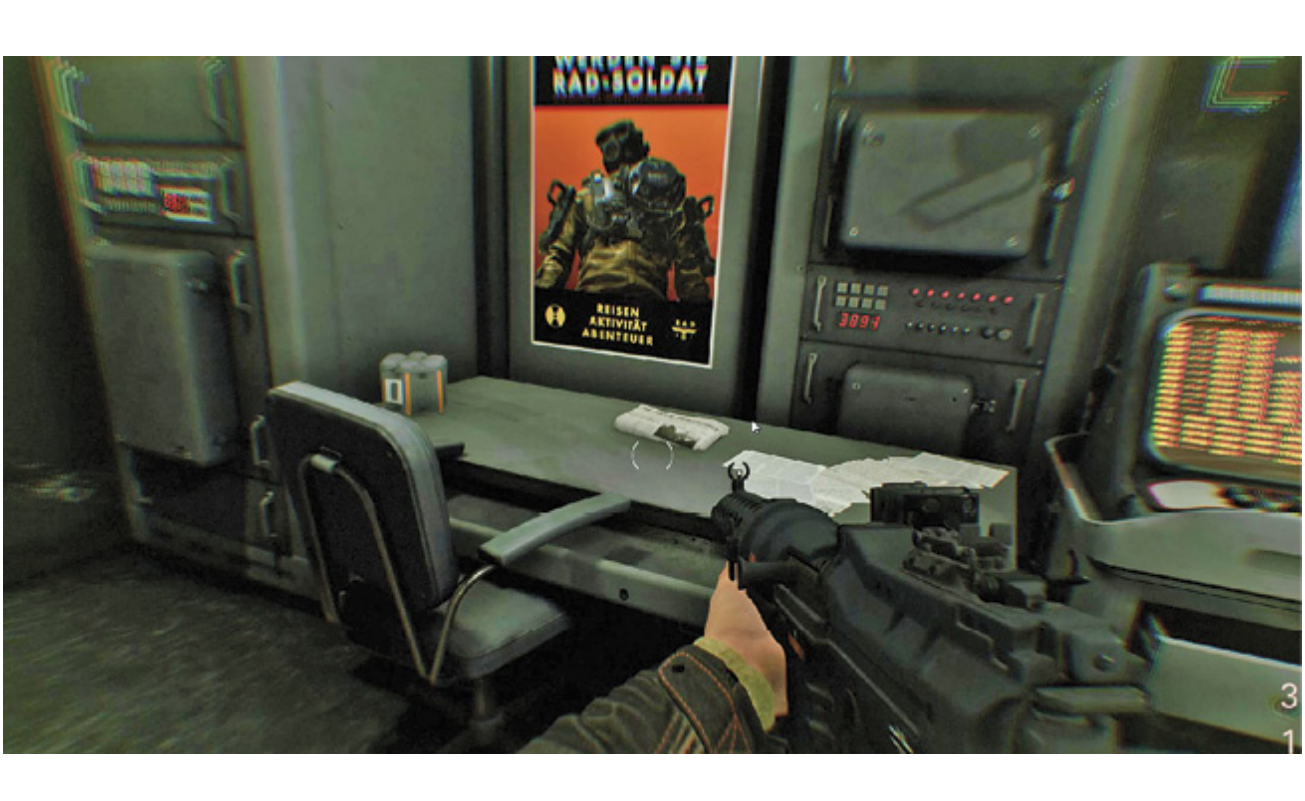
R98: Überkommandant Klinger's Note

Note: Basement Level 9, in the bunker's main control room.



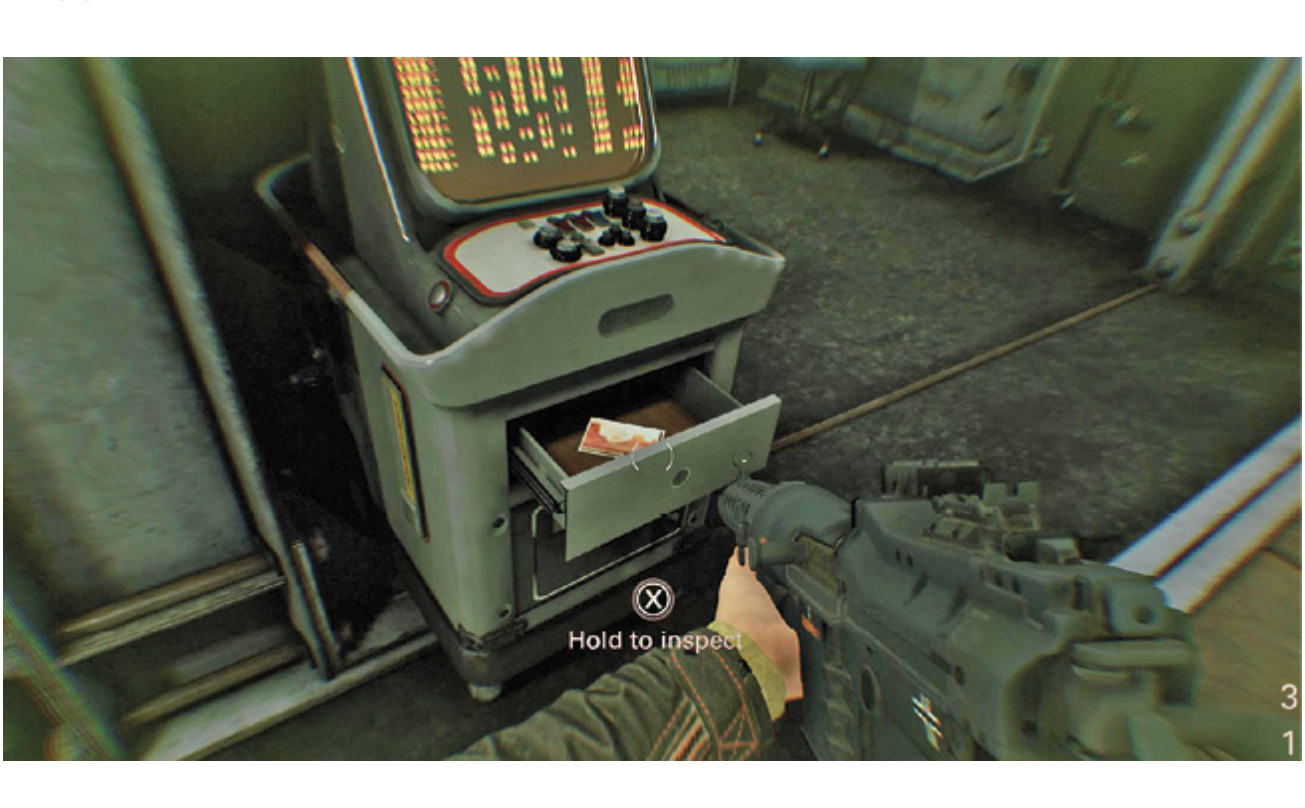
R99: Kommandant Achterberg's E-Post

E-post: Basement Level 9, in the bunker's main control room.



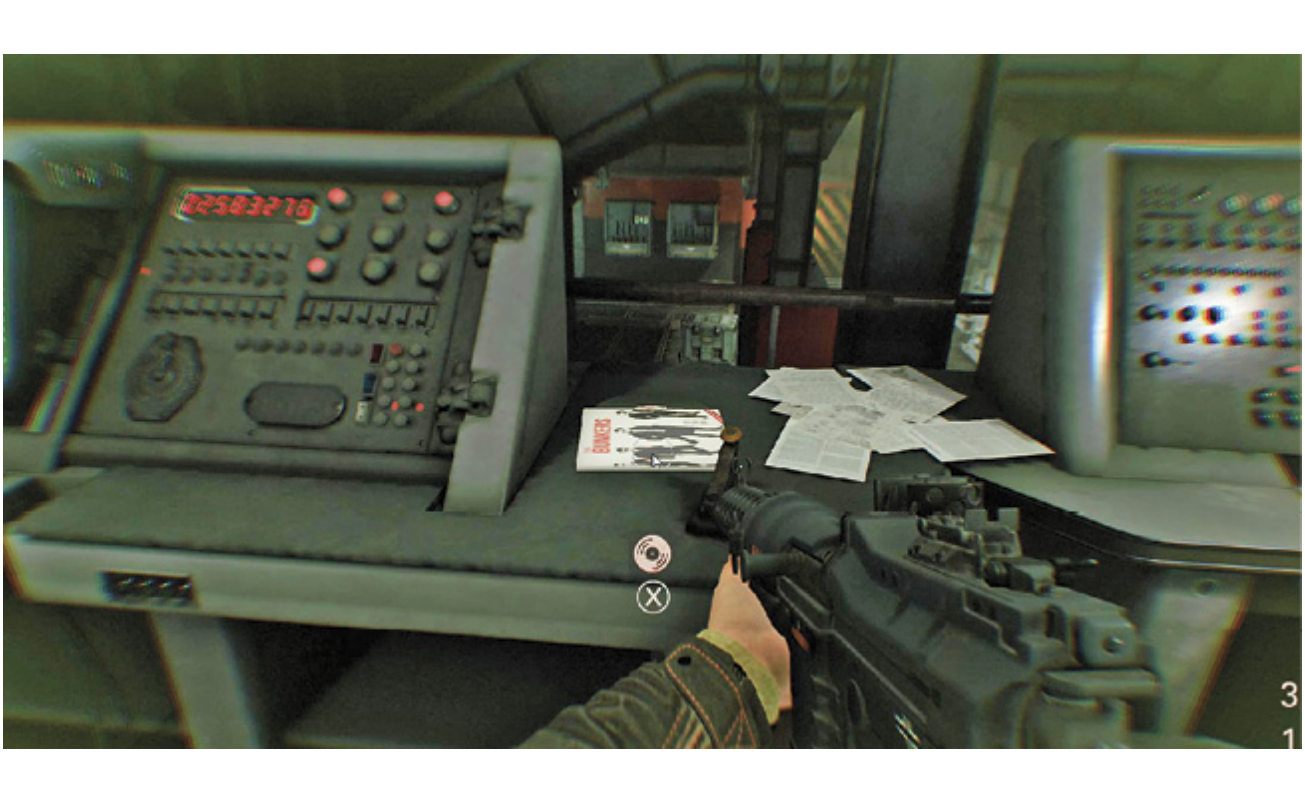
R100: "'Der Berstrafer': The Bomb That Created Peace"

Newspaper: Basement Level 8, on the upper level of the main control room.



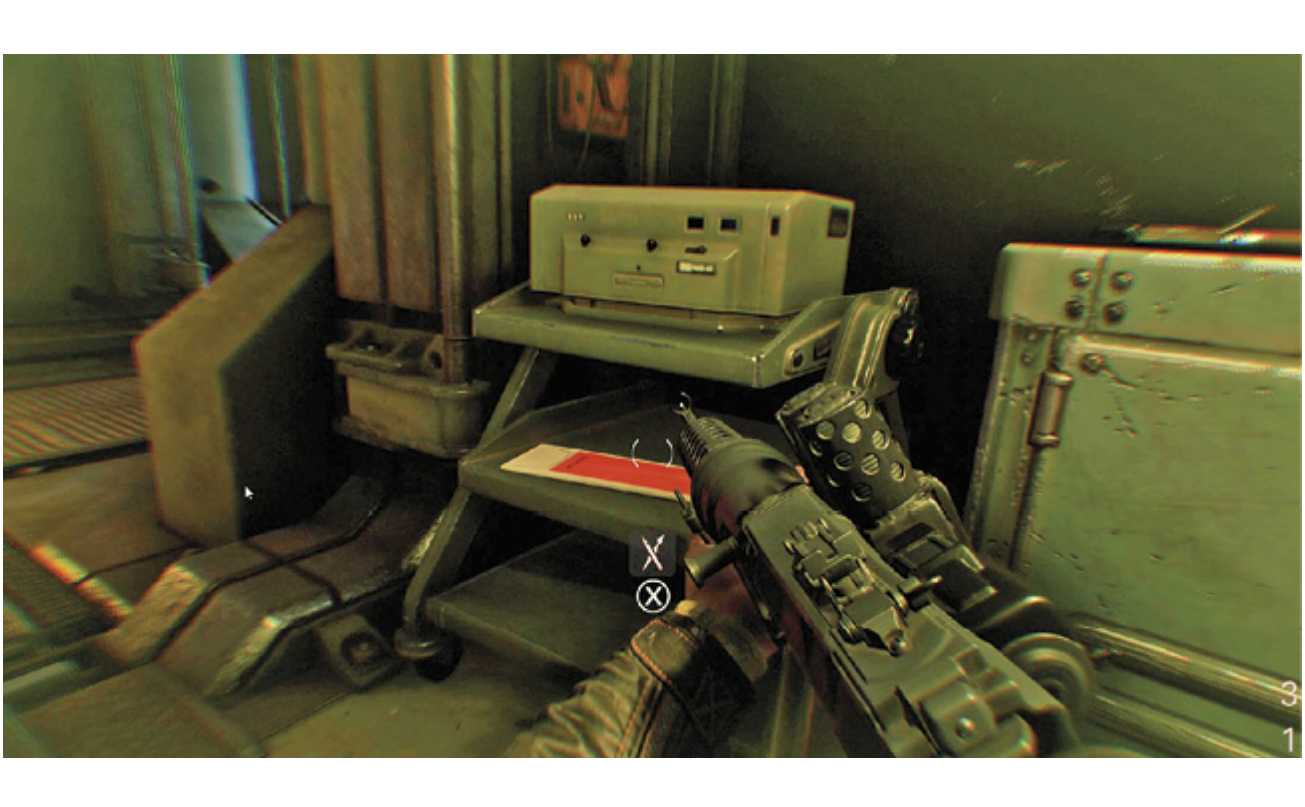
R101: Jurgen's Postcard

PostCard: Basement Level 8, on the upper level of the main control room, in a drawer.



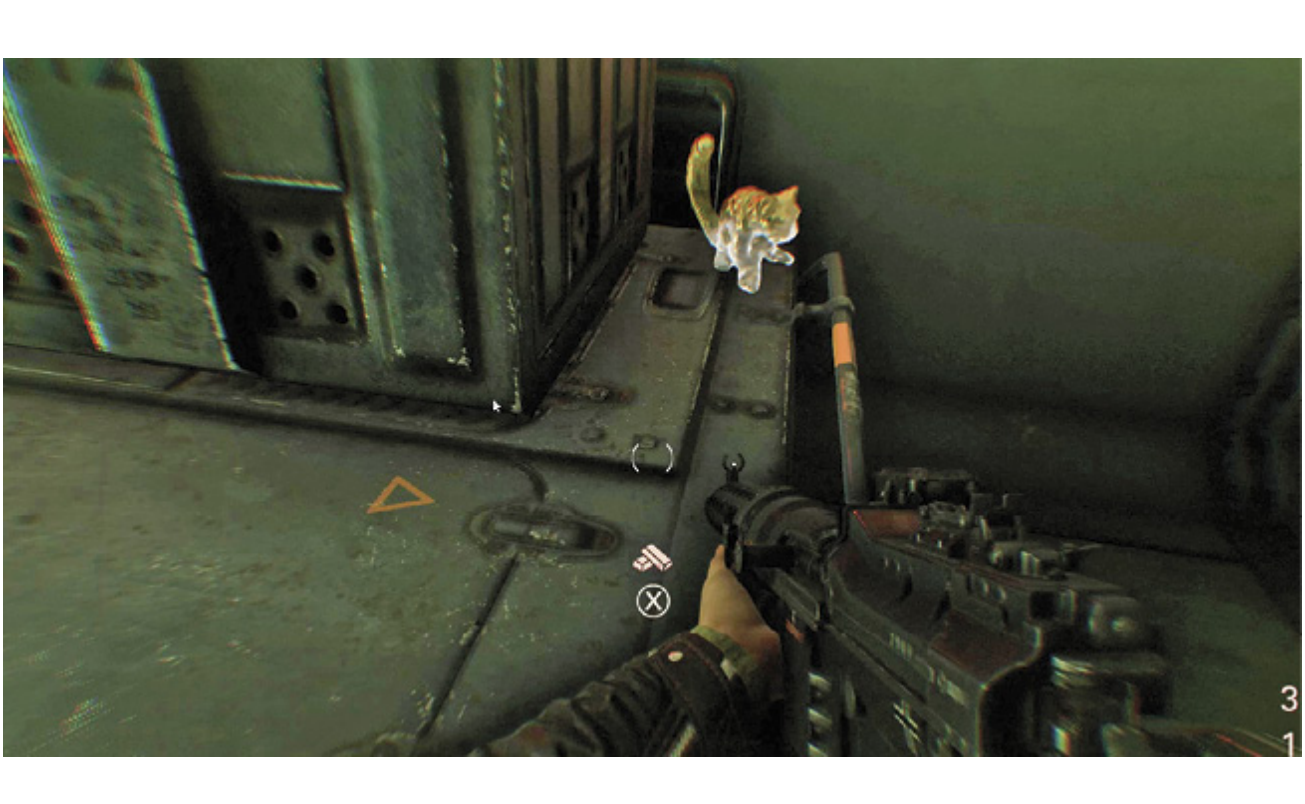
V6: Record: "The Bunkers: Toe the Line"

Basement Level 8, on the upper level of the main control room.



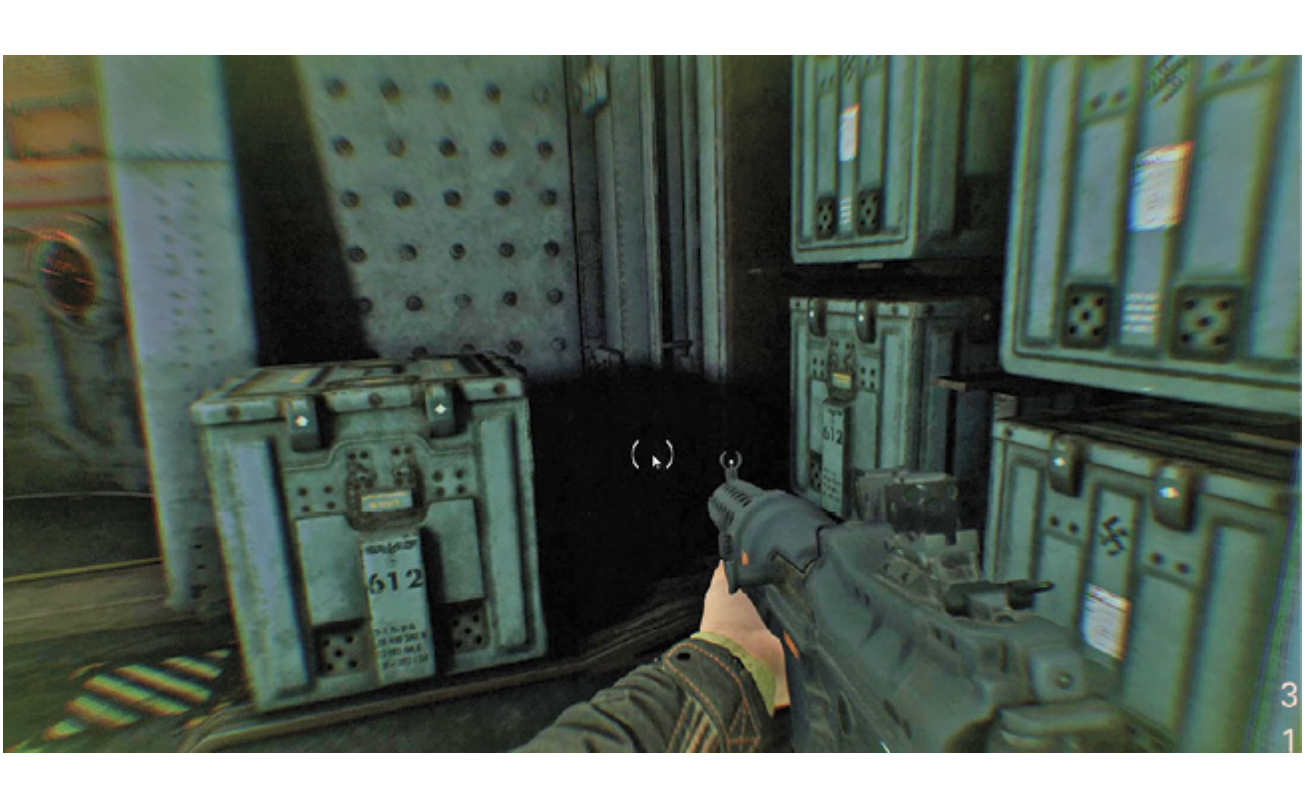
C29: A New Body

Basement Level 6, in a control room.



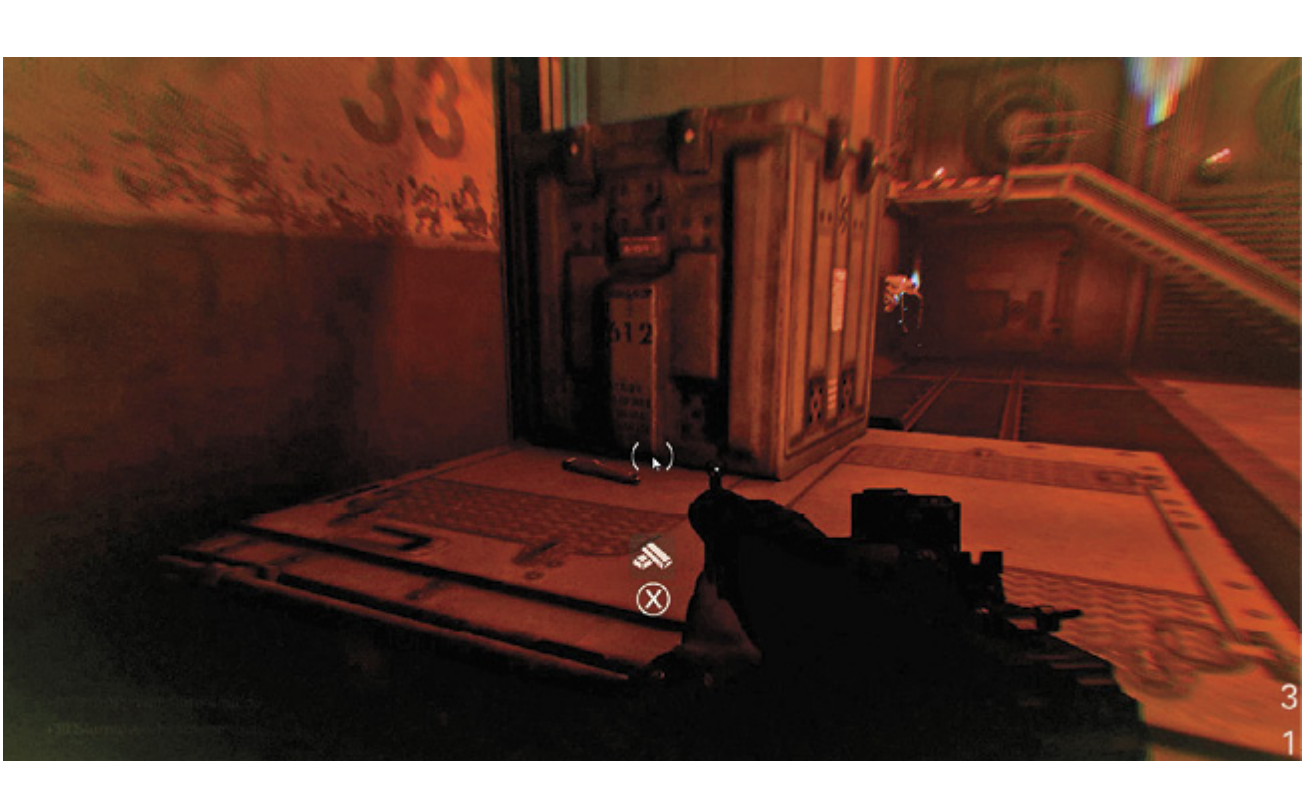
G27: Set and Shoshanna

Basement Level 4, behind the containers where the map is located, near the bunker's entrance.



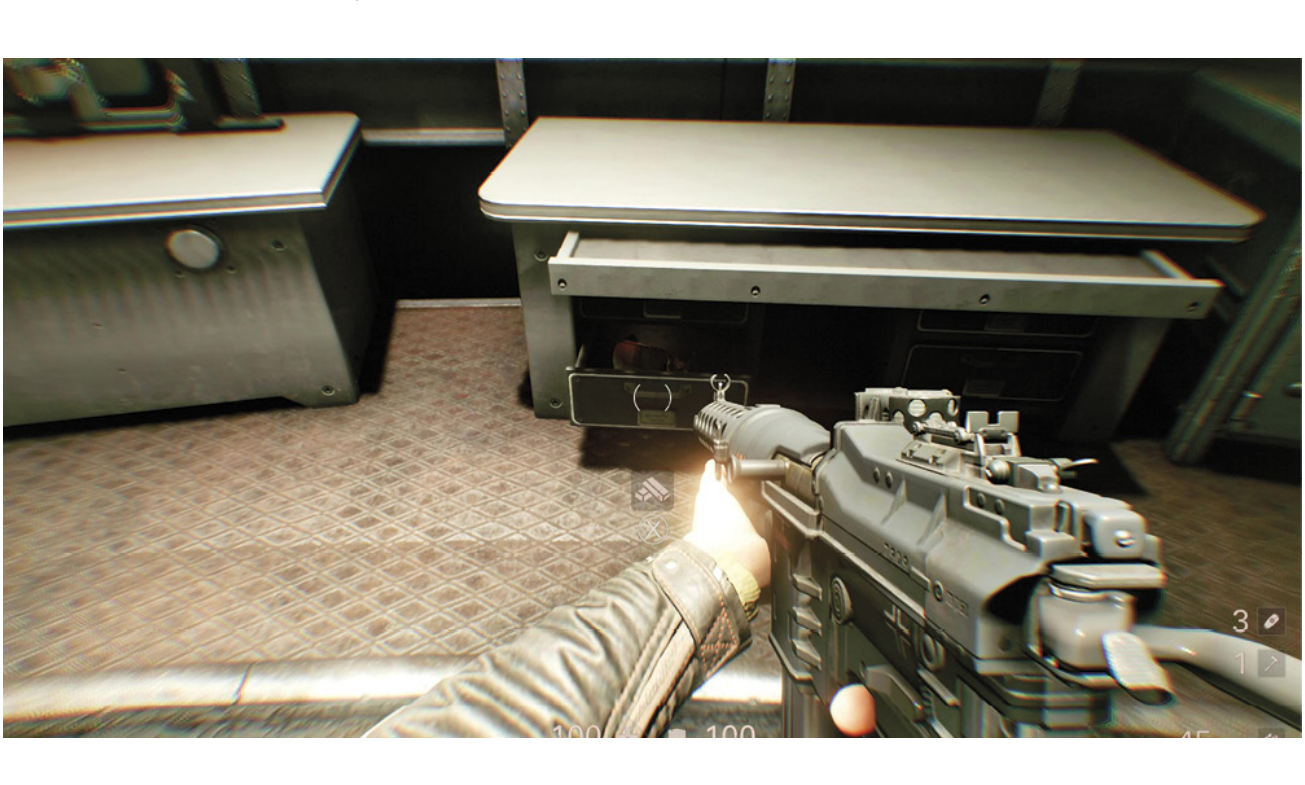
G28: B.J. Captured

Basement Level 8, behind a container.



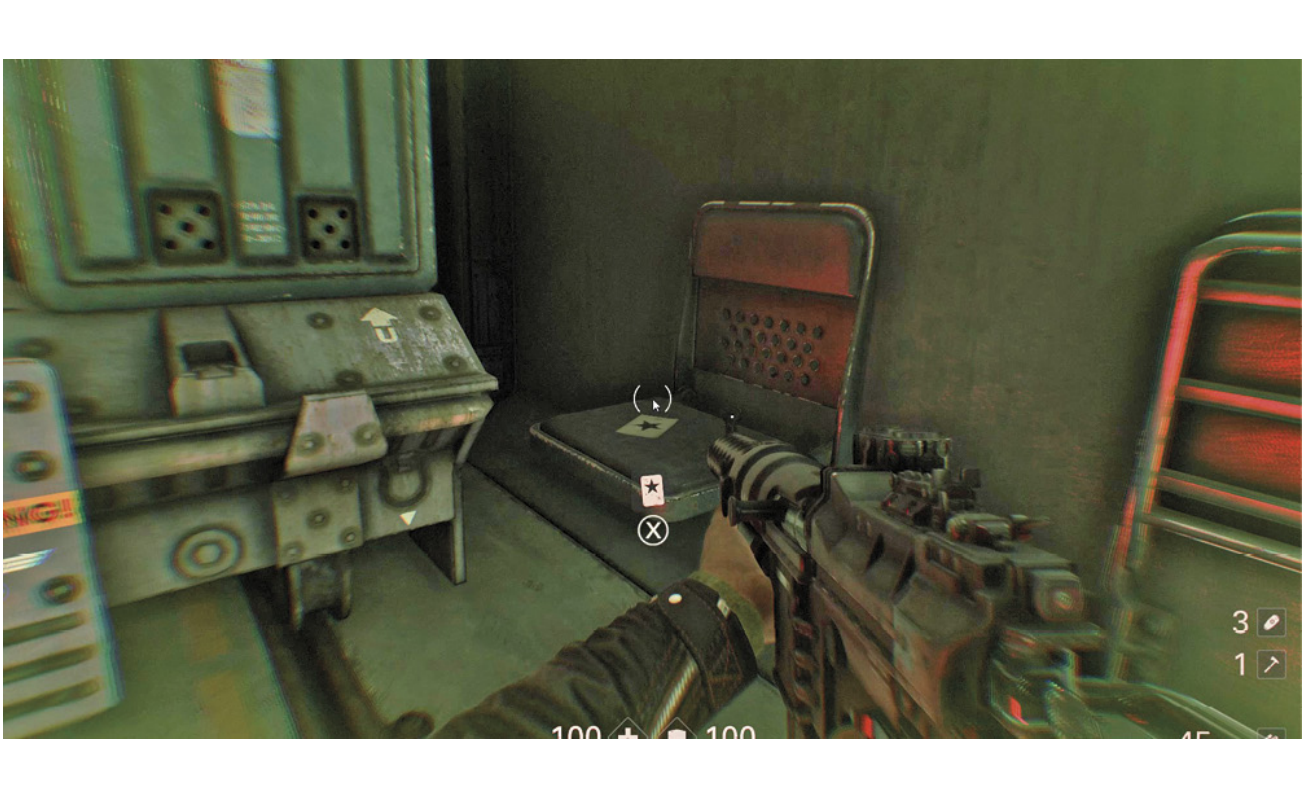
G29: Engineer

Basement Level 8, in one of the large side rooms, in the corner behind a container.



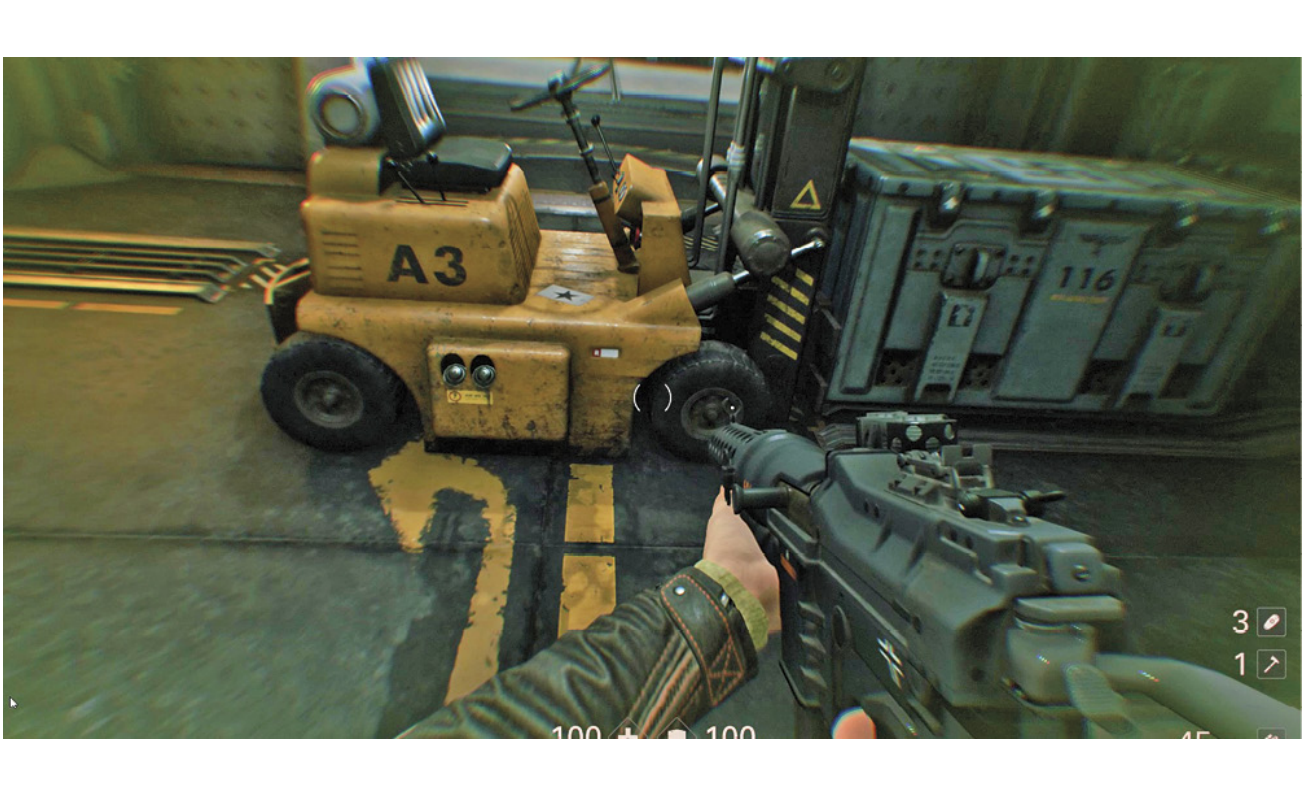
G30: Commander

Basement Level 9, out in front of the main control room, inside a desk drawer.



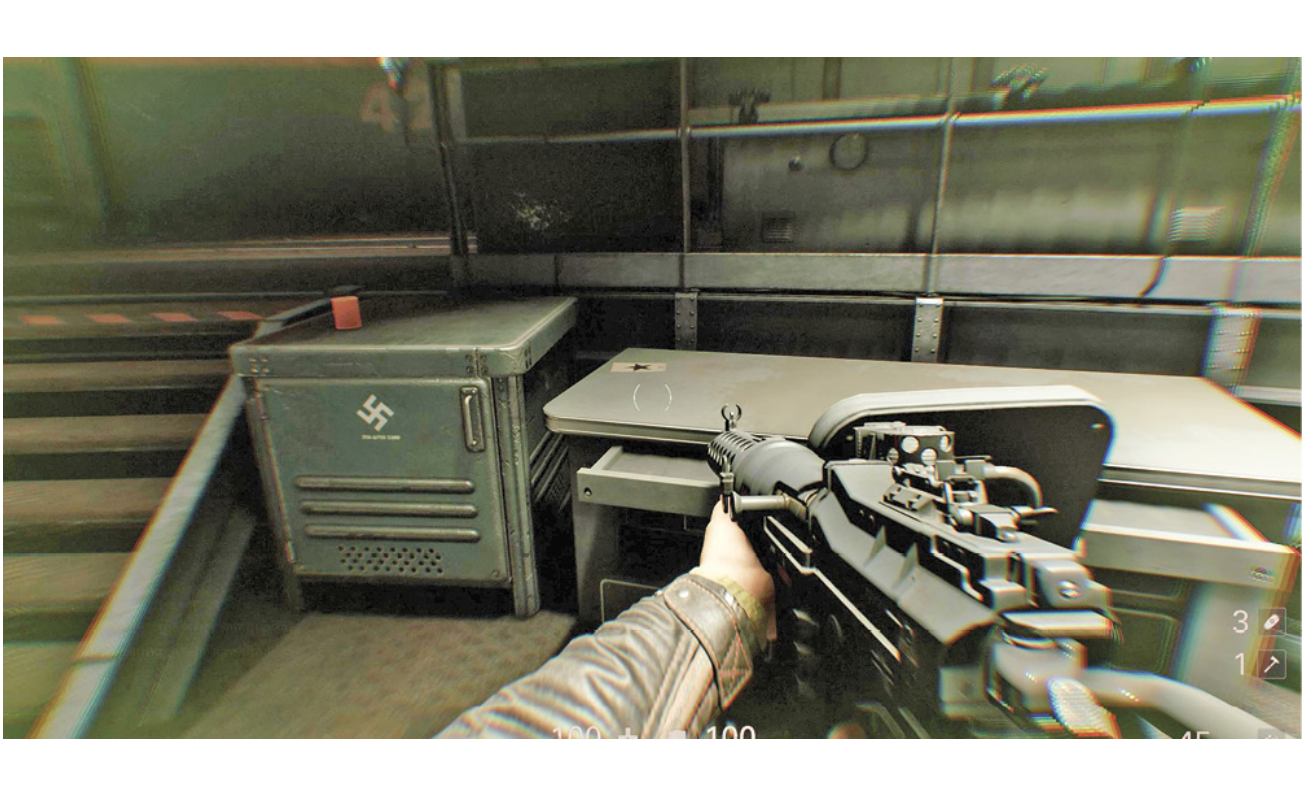
S45: Chris Grey

Basement Level 5, on a seat in an alcove.



S46: Wolf Monster

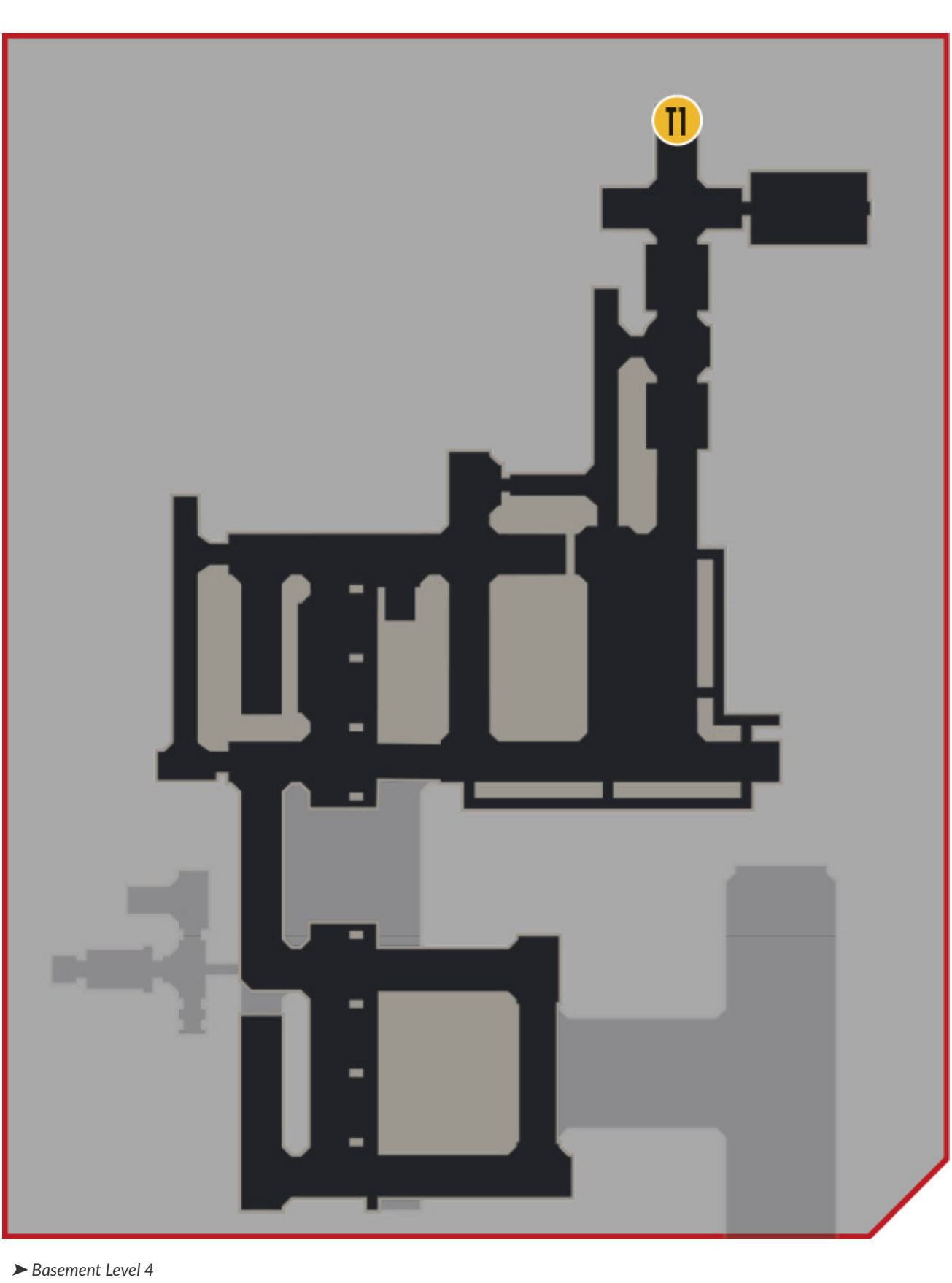
Basement Level 8, on a forklift.



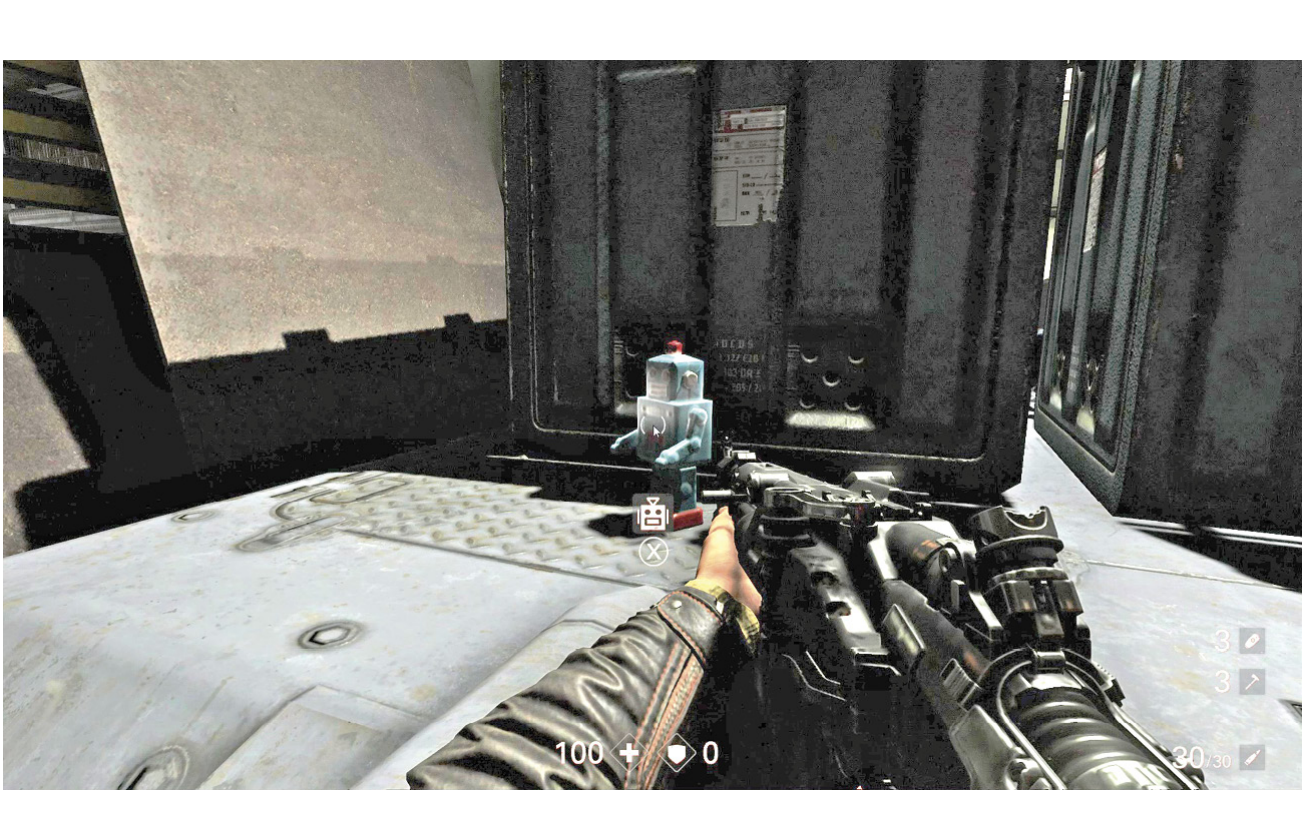
S47: Jimmy Kell

Basement Level 9, on a table outside the main control room.

ÜBERKOMMANDANT MISSION: MANHATTAN BUNKER

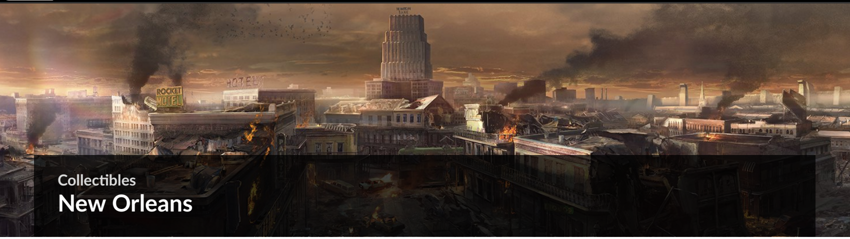


➤ Basement Level 4



T1: Robot

Basement Level 4, hidden behind some containers in an alcove, at the farthest point from where you start the mission.

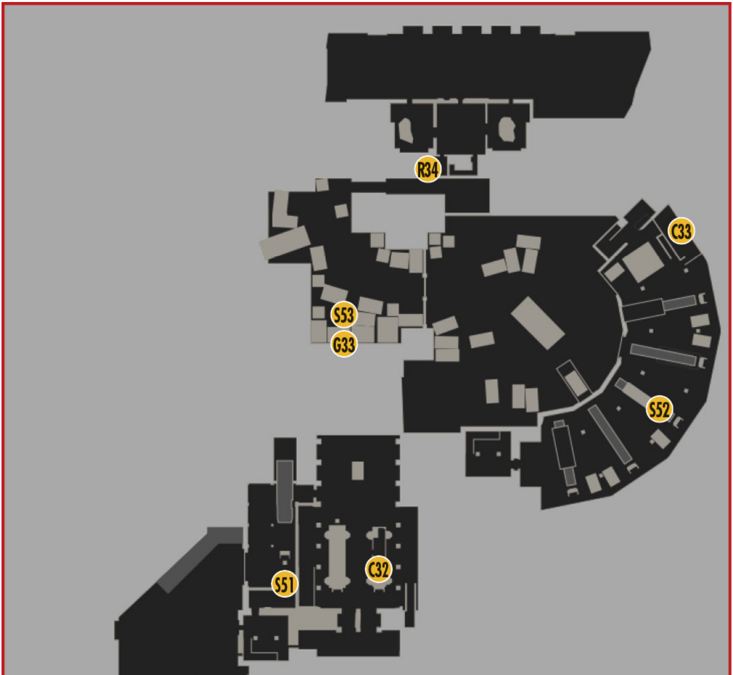


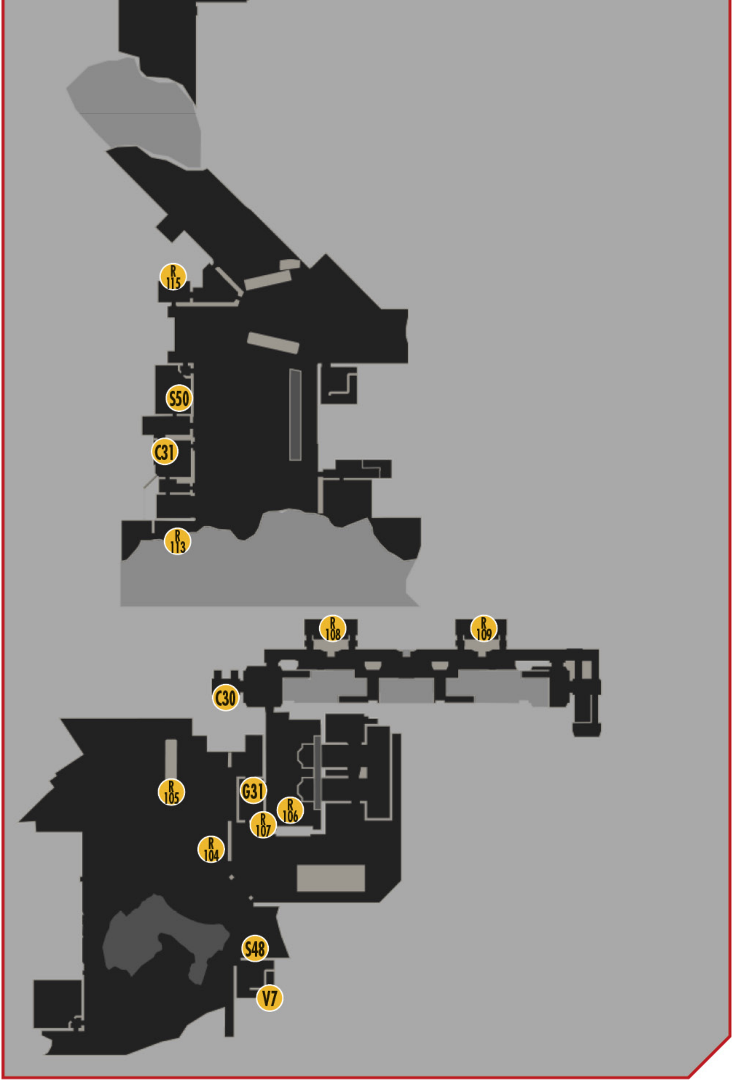
Collectibles

New Orleans

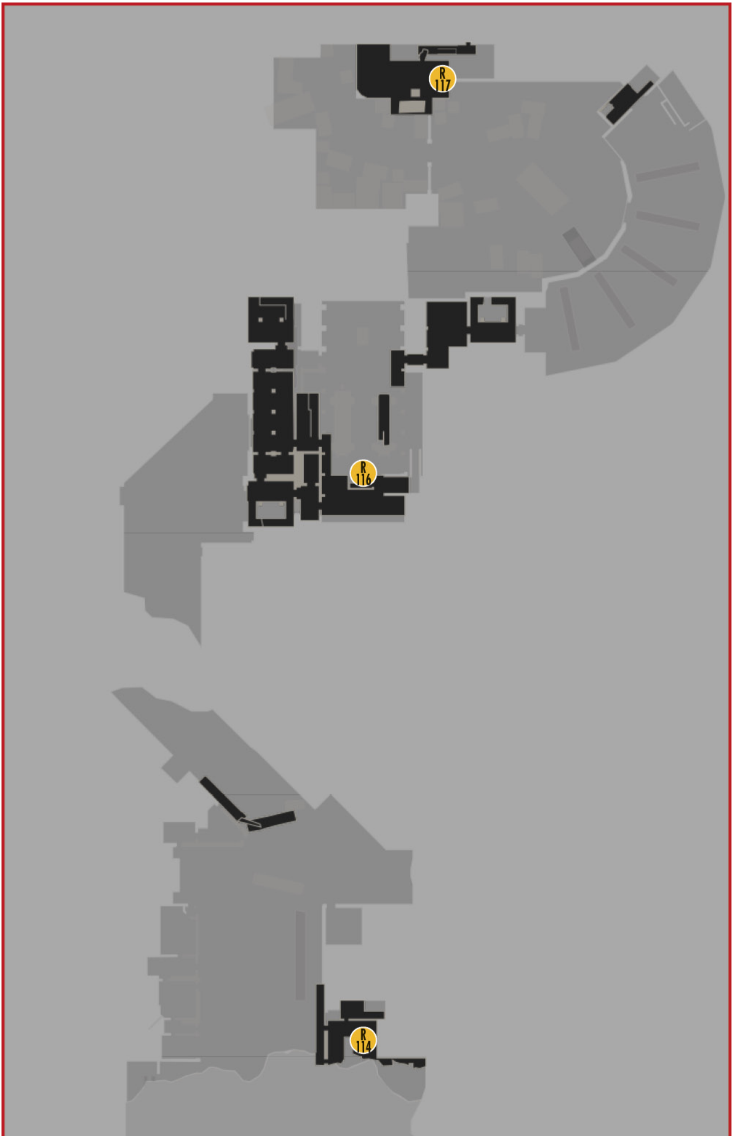
RESCUE HORTON

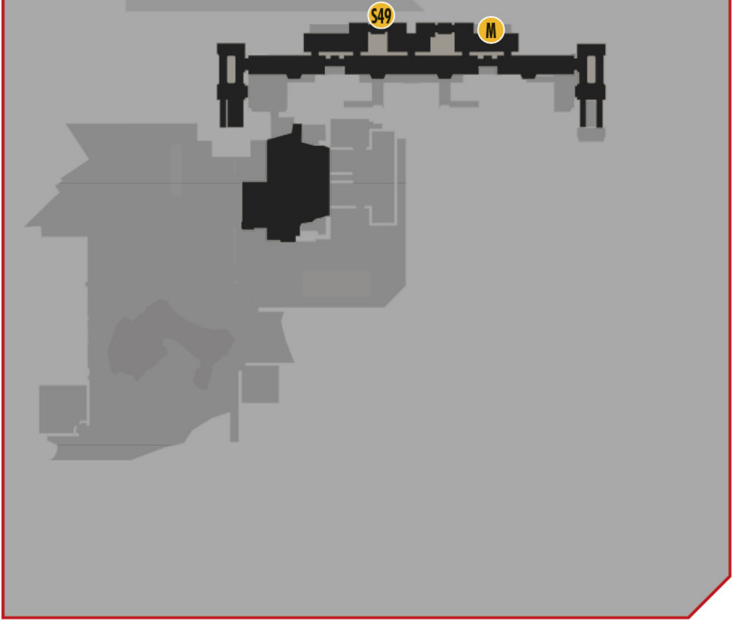
This large area hides numerous collectibles. From the wall to the ghetto, search everywhere to find them all.



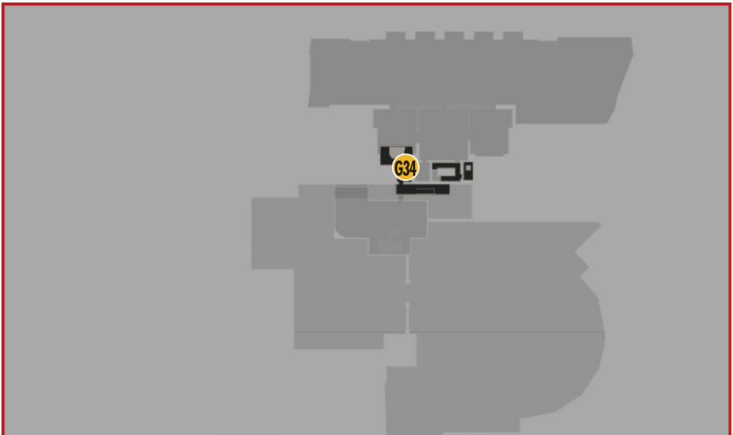


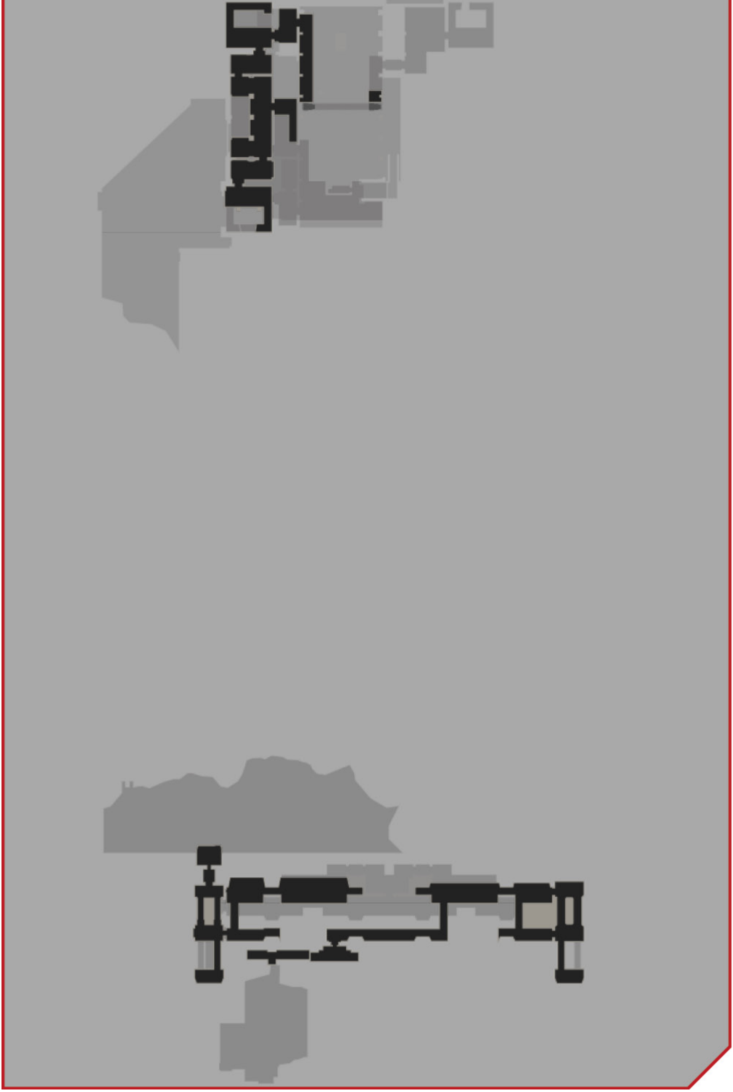
➤ *Ground Floor*



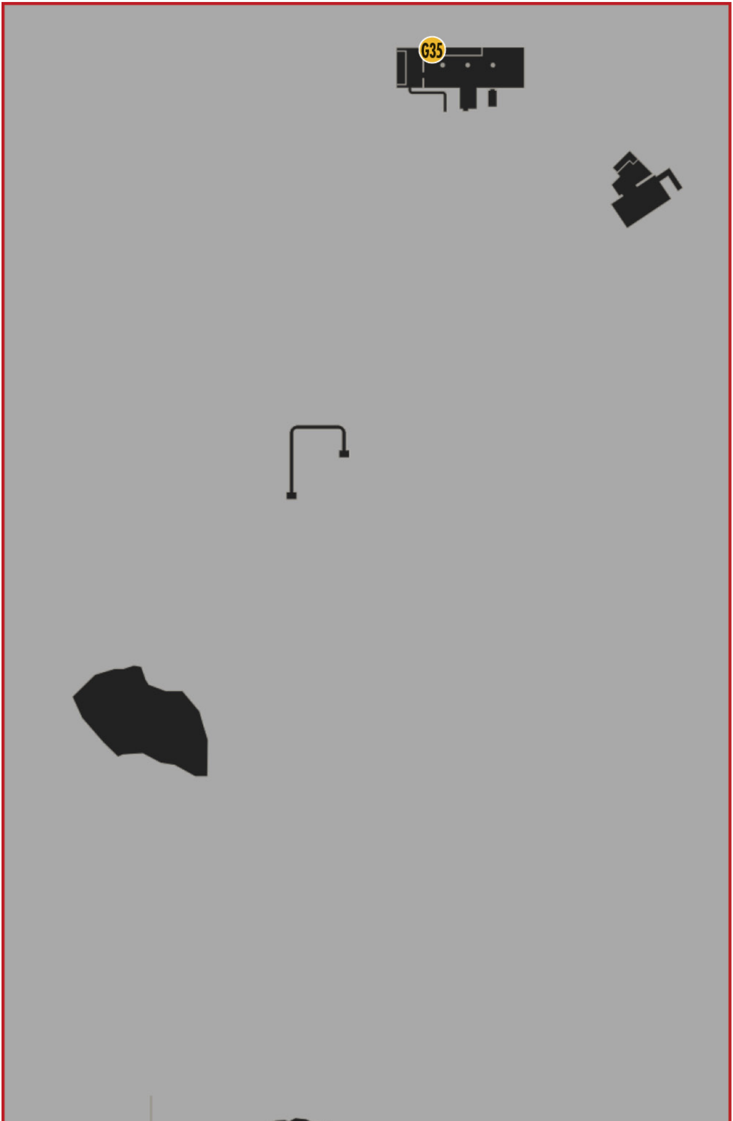


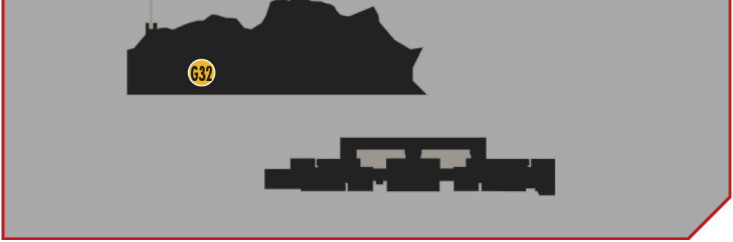
➤ *1st Floor*



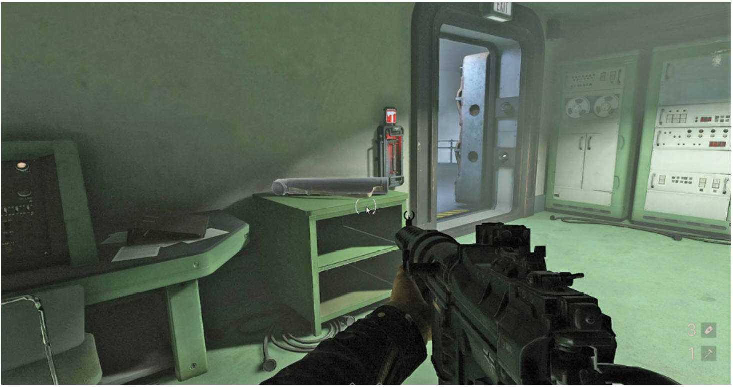


➤ *2nd Floor*



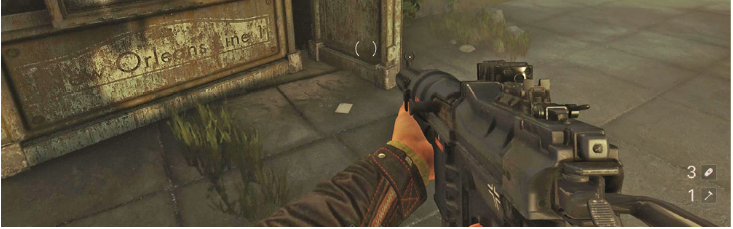


➤ *Basement Level 1*



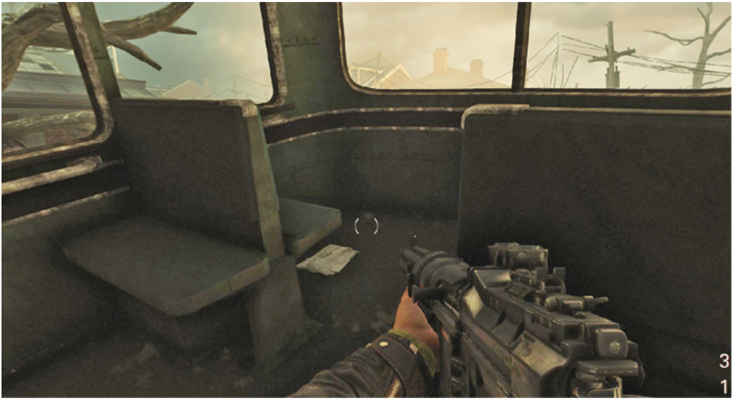
Map

First floor, in one of the control rooms. Get inside the wall to find it.



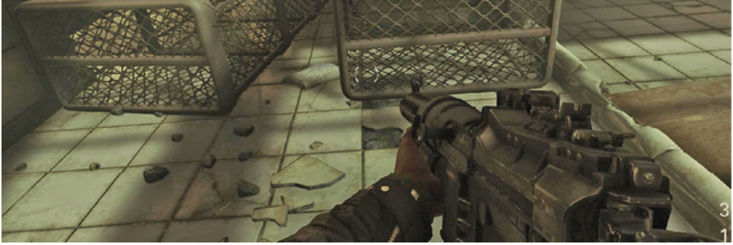
R104: Joy’s Letter

Letter: Ground floor, on the ground next to a streetcar stop.



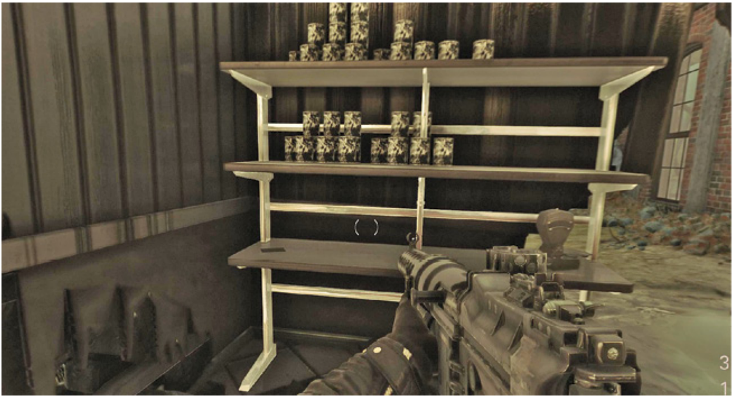
R105: “Time Is Running Out”

Newspaper: Ground floor. Enter a wrecked streetcar and climb to the upper level.



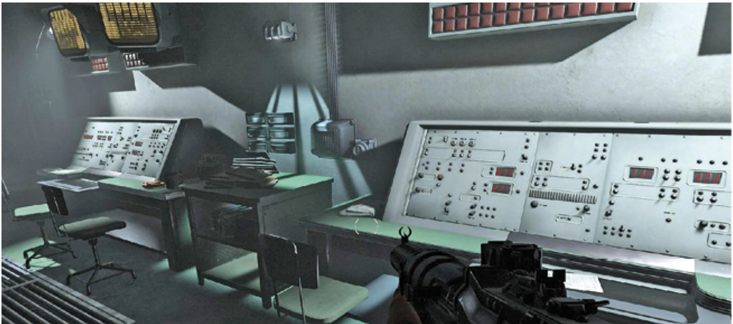
R106: "Save America!"

Newspaper: Ground floor, inside the factory building, next to some cages.



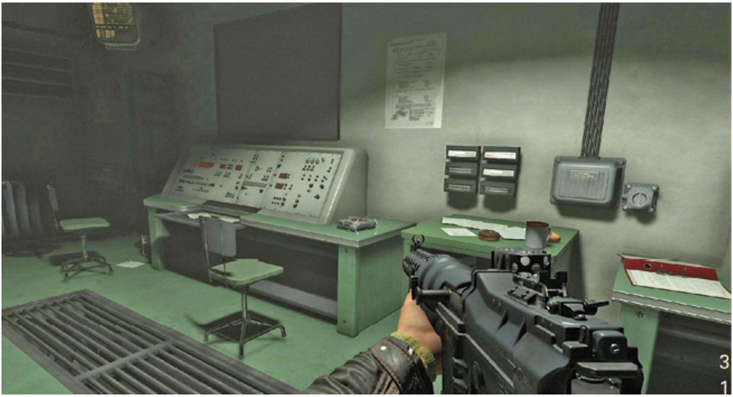
R107: Jimmy's Postcard

PostCard: Ground floor, on a display shelf in the gift shop.



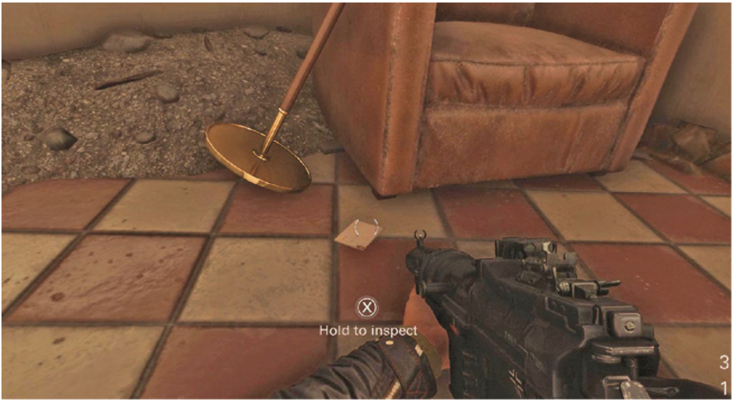
R108: “Terror-Billy’s Execution Highest Rated TV Hour in History”

Newspaper: Ground floor, in a control room inside the wall.



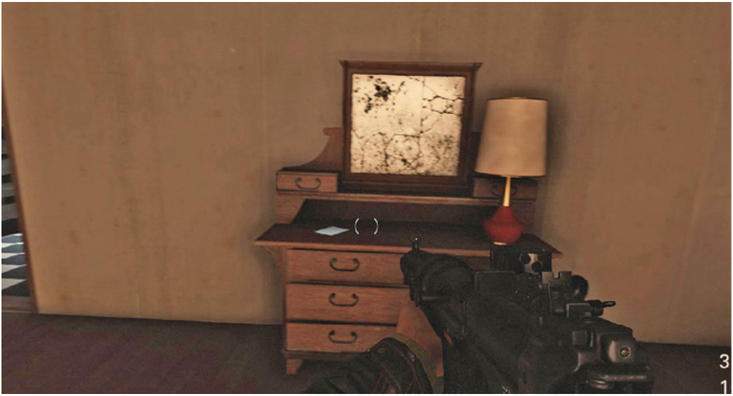
R109: Überkommandant Ackermann’s E-Post

E-post: Ground floor, in the second control room in the wall.



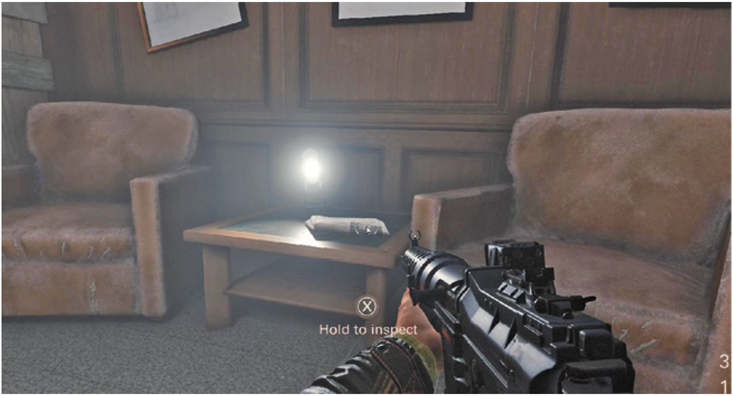
R113: Leo’s Letter

Letter: Ground floor, on the floor of a ruined building next to the water.



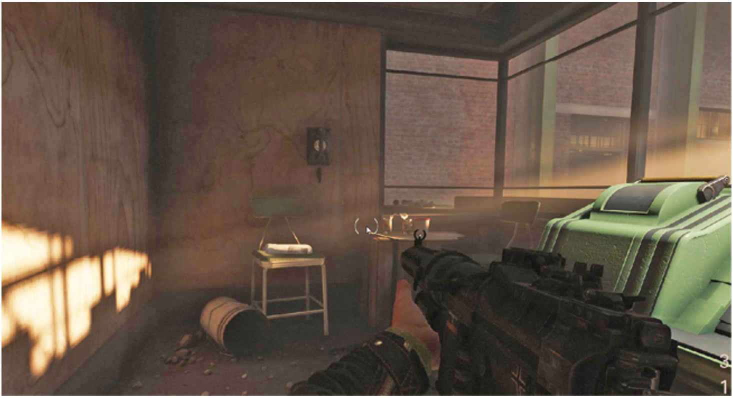
R114: Resistance Fighter’s Note

Note: First floor, in a ruined building near the water, on a dresser.



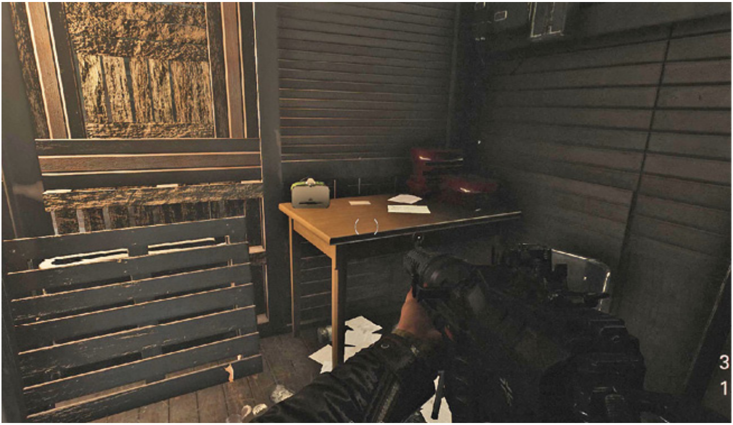
R115: “Great Wall of New Orleans Finished”

Newspaper: Ground floor, in a building at the end of the street on the left.



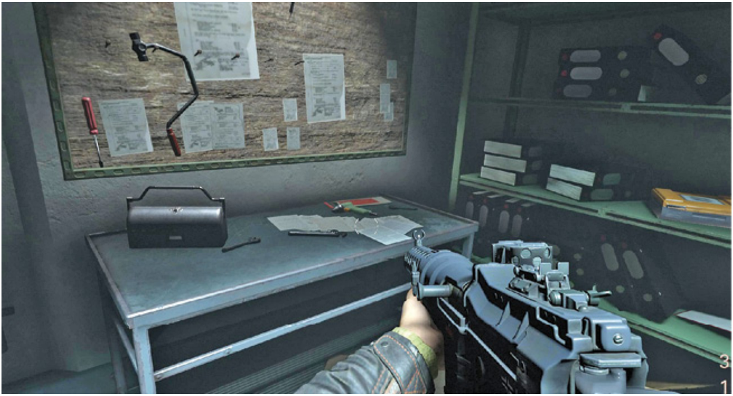
R116: "The Klan Endorses the New Regime"

Newspaper: First floor, in the small control room overlooking the streetcar repair area.



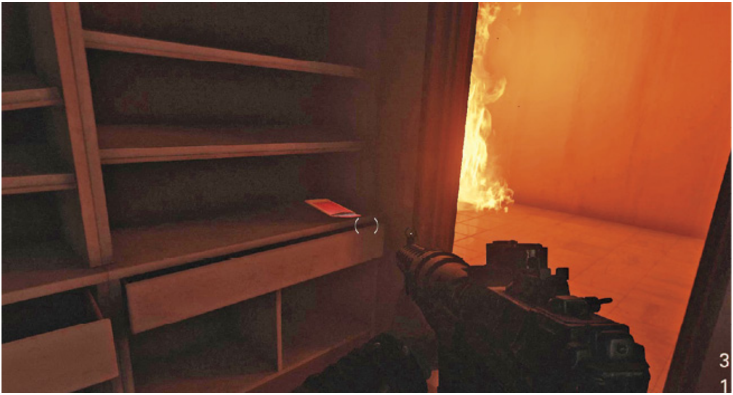
R117: Klan Leader William's Letter

Letter: First floor, on a desk inside a shack built on top of a roof.



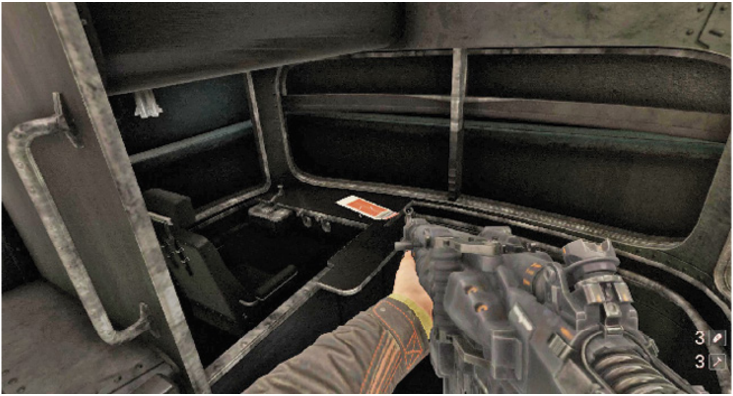
C30: Manhattan Nuclear Bunker

Ground floor, in the room you first drop into after entering the wall.



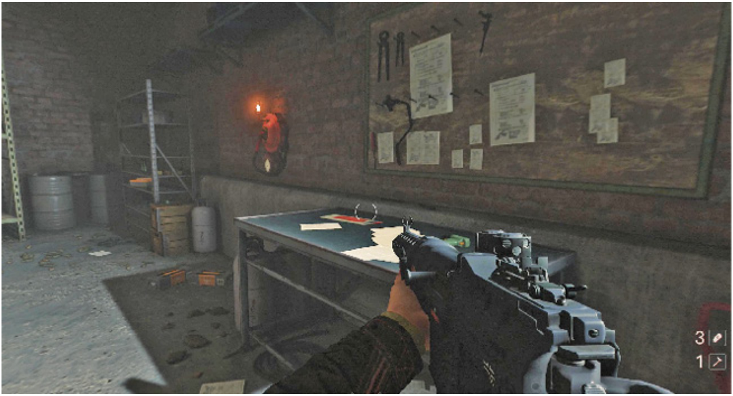
C31: Nuclear Bunker Command Center

Ground floor, on a shelf in a burning building on the left side of the street.



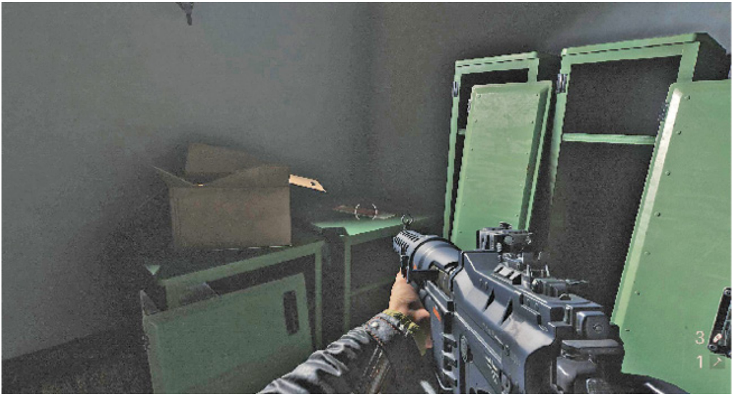
C32: New Orleans Marshlands and Alligator Farm

Ground floor. This one's tough. Crawl through the window of a streetcar on the floor of the maintenance area, then descend the steps to the lower level. The envelope is near the driver's seat.



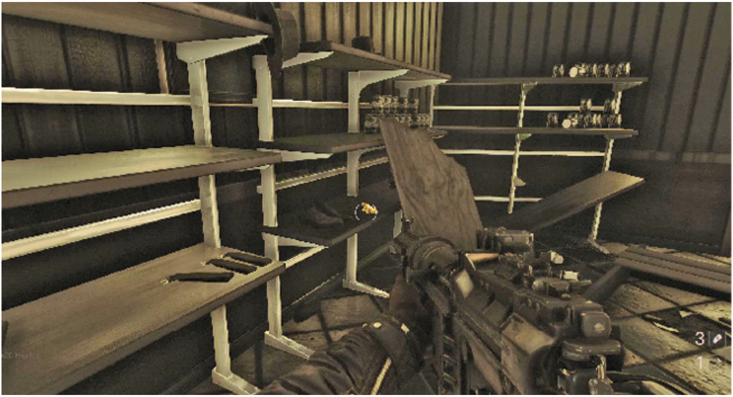
C33: New Orleans Wall

Ground floor, on the workbench in the roundhouse.



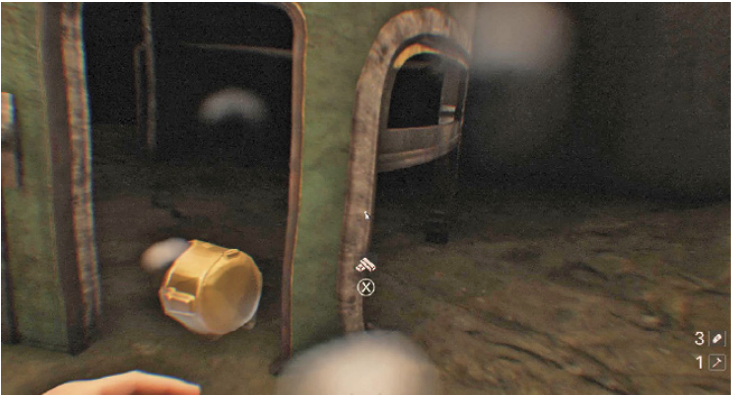
C34: Streetcar Maintenance

Ground floor, in a small room near the end of the level.



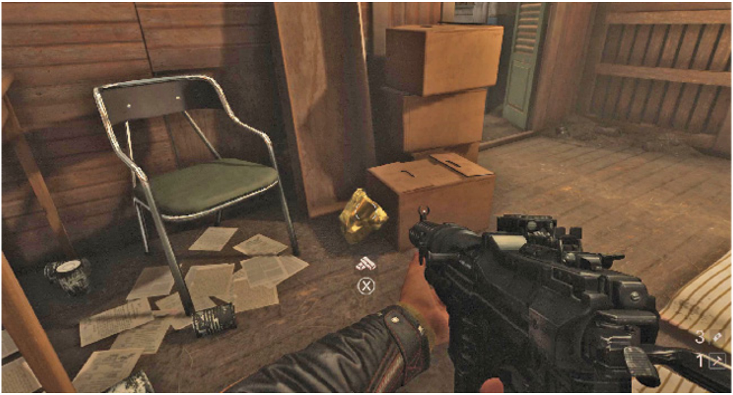
G31: Alligator

Ground floor, behind some rubble in the gift shop.



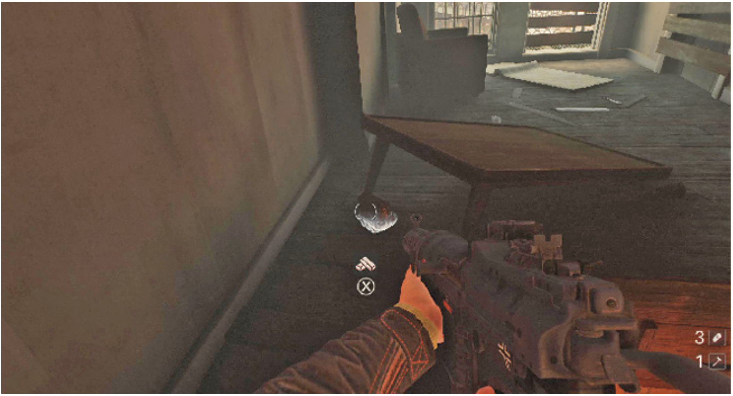
G32: Search Light

Basement Level 1, inside a sunken streetcar in the water just outside the wall. Swim to the streetcar and then dive down.



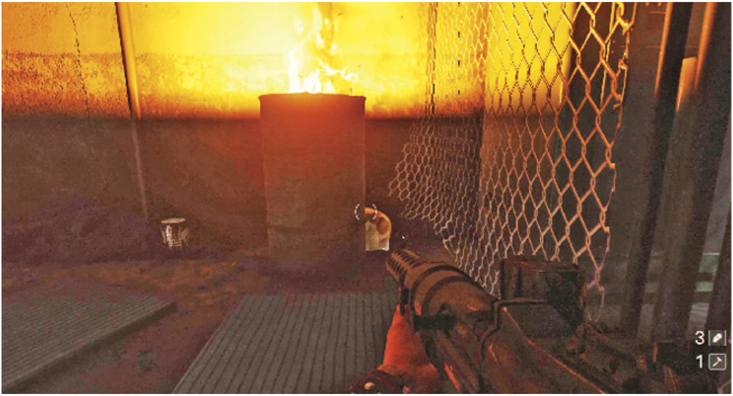
G33: Panzerhund

Ground floor, in a shack.



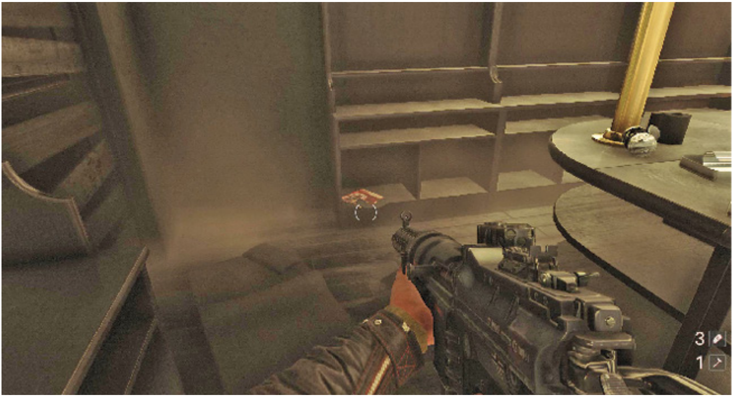
G34: Troop Transport

Second floor. Climb a fire escape, then bust through some wooden barriers to enter the room.



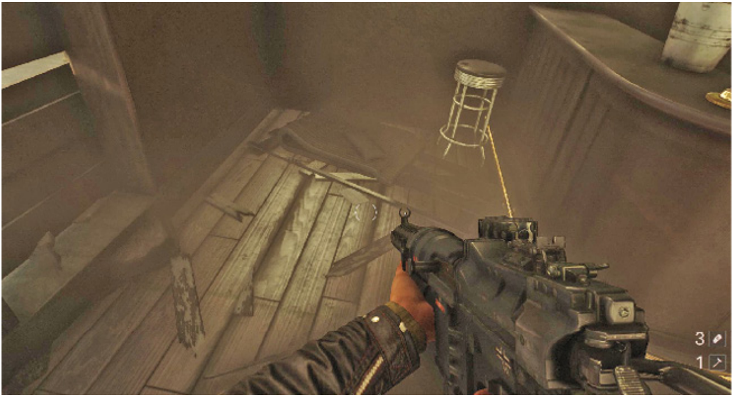
G35: A New Body

Basement Level 1, in the building near the end, behind a burning barrel.



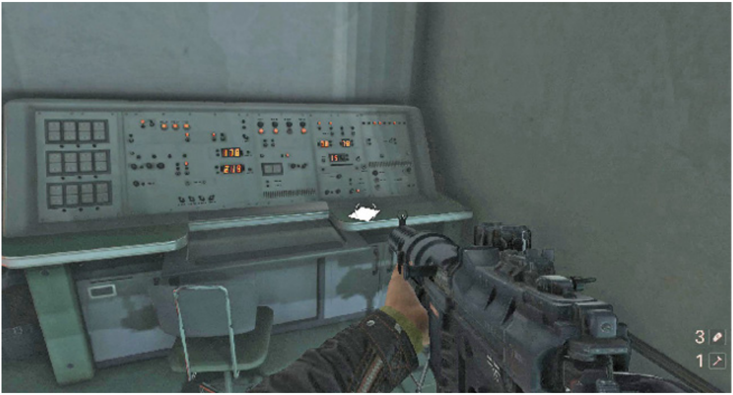
V7: Record: “Zug nach Hamburg: Die Schaferhunde”

Ground floor, on a shelf in a shop near where you begin the level.



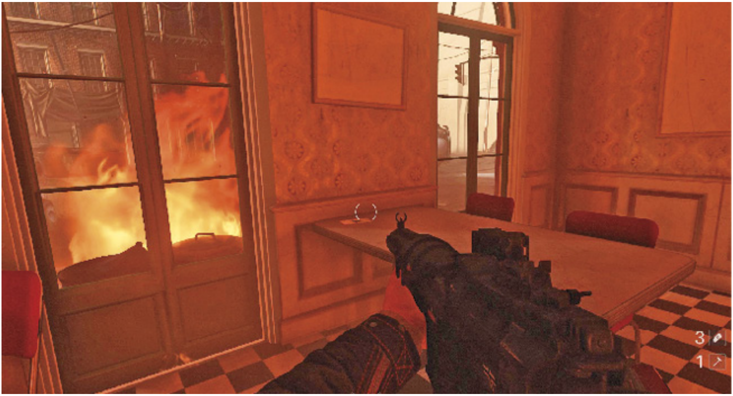
S48: Tony Smooth

Ground floor, in the shop near where you begin the level.



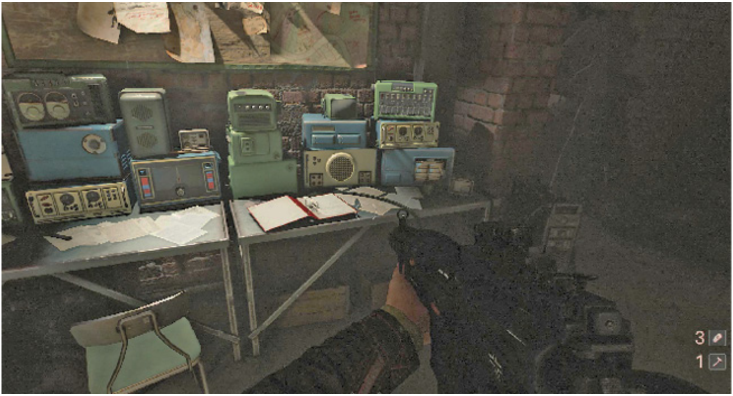
S49: Thomas Lid

First floor, in a control room in the wall.



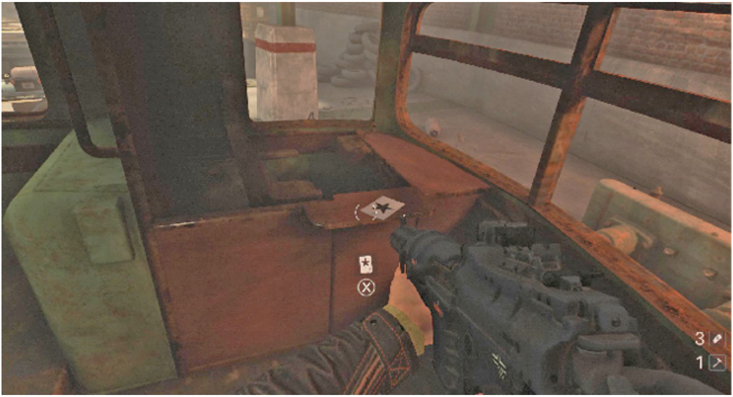
S50: John Sunny

Ground floor, on a table inside a diner on the left side of the street after you exit the wall.



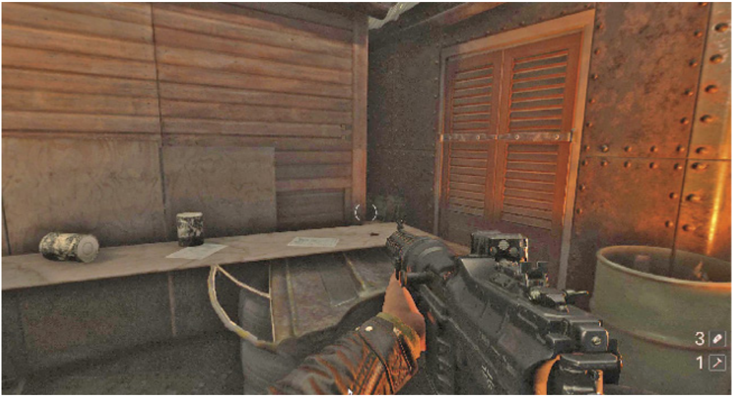
S51: Matty Land

Ground floor, on a table in the streetcar maintenance building.



S52: Zack Frey

Ground floor, inside a streetcar in the roundhouse.

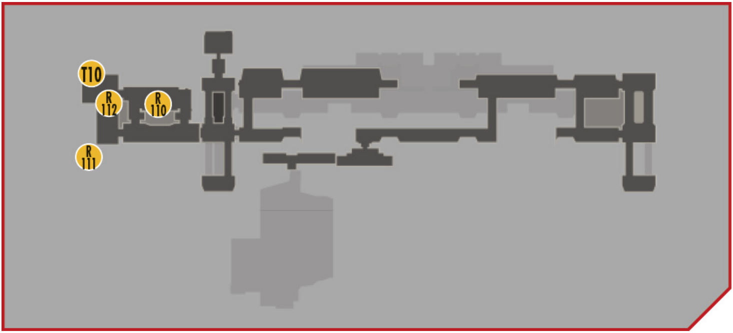


S53: Nick Firm

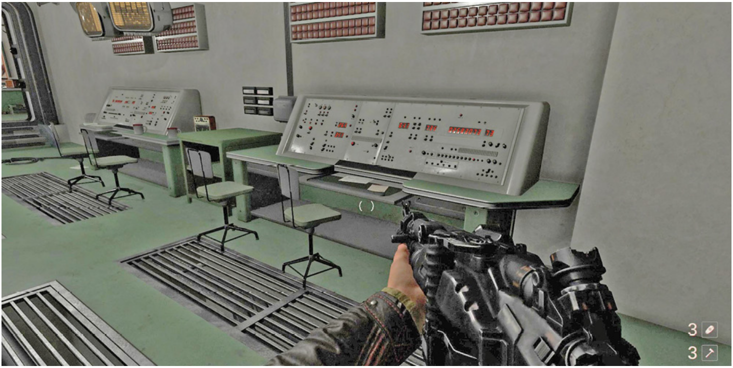
Ground floor, outside some shacks.

ÜBERKOMMANDANT MISSION: NEW ORLEANS WALL

All four of these Collectibles are in a fairly small area. Once you find one, the others are nearby.

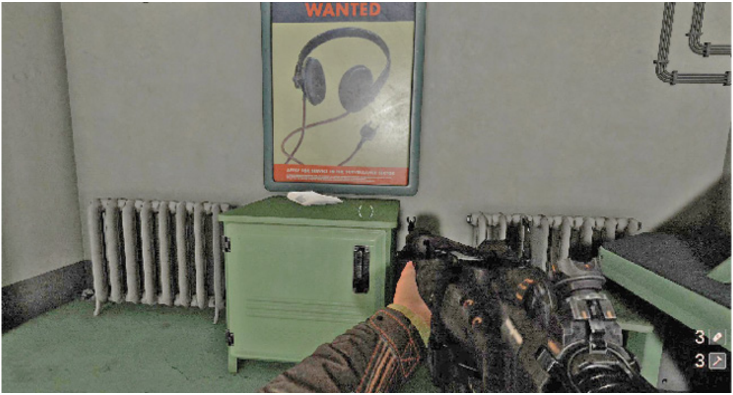


➤ *2nd Floor*



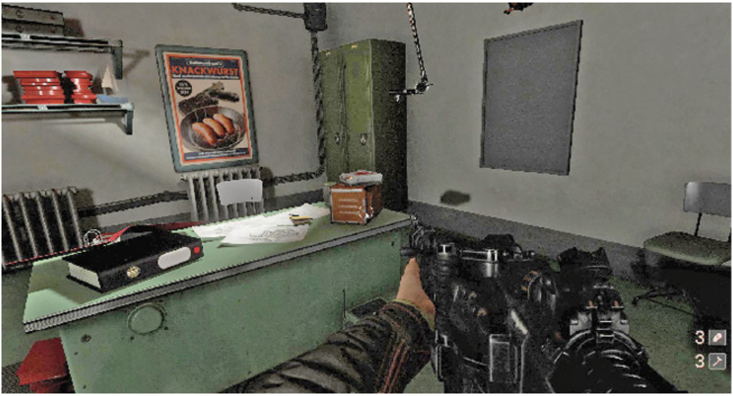
R110: Kommandant Sauer’s Note

Note: Second floor, in a control room.



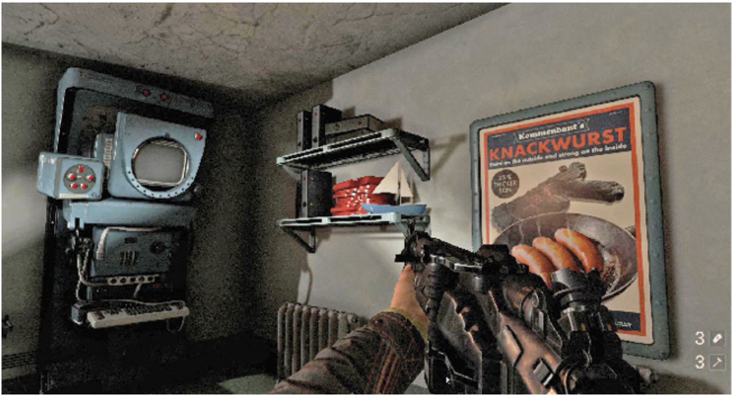
R111: “General Engel Orders Humanitarian Aid Action for New Orleans”

Newspaper: Second floor, on a small table in a room in the wall.



R112: General Engel's E-Post

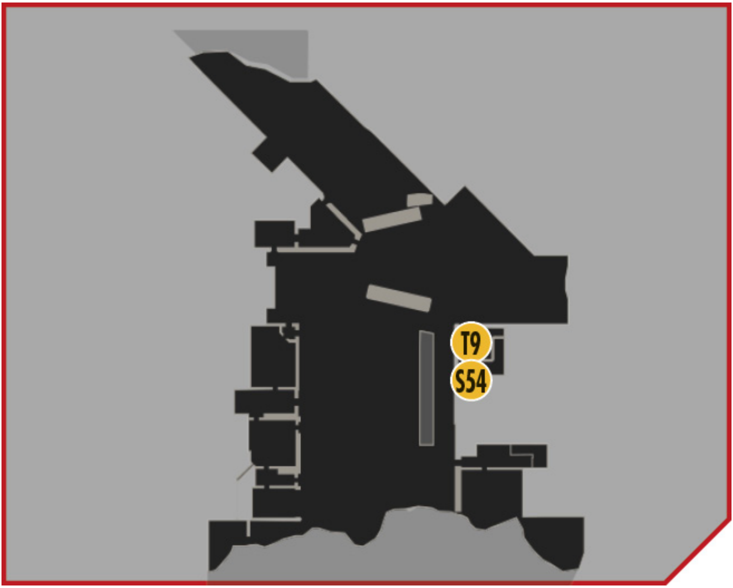
E-post: Second floor, on a desk in a room with other Collectibles.



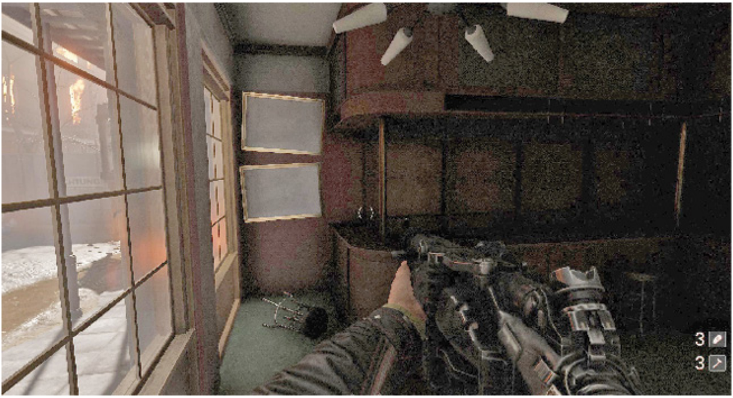
T10: Sailboat

Second floor, on a shelf.

ÜBERKOMMANDANT MISSION: NEW ORLEANS GHETTO

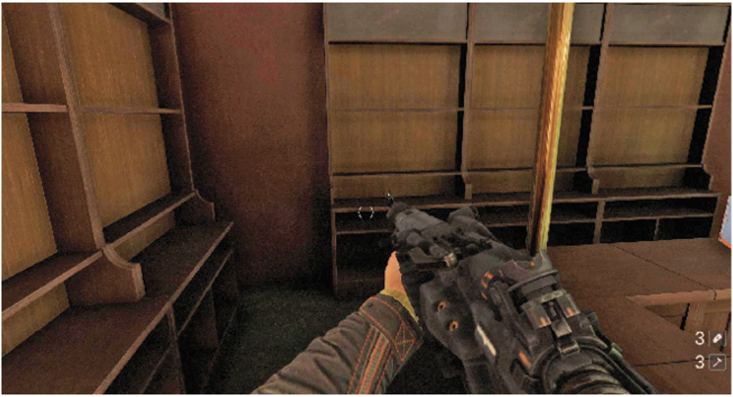


➤ *Ghetto, Ground Floor*



T9: Minivan

Ground floor, on the bar.

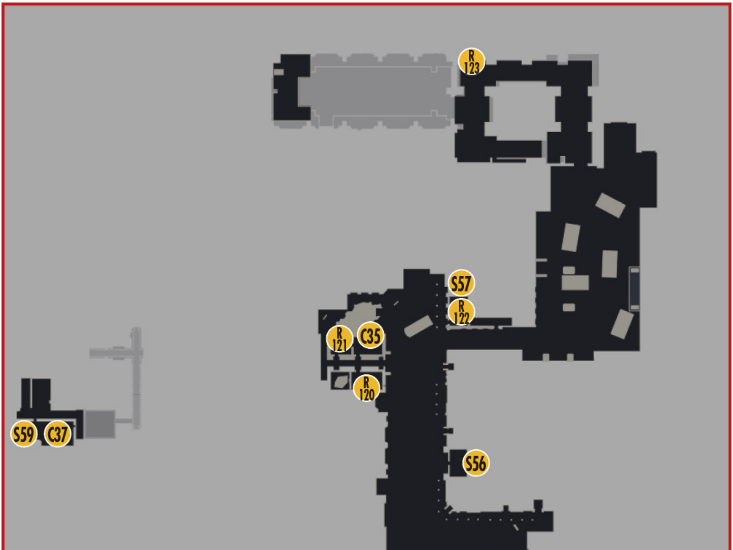


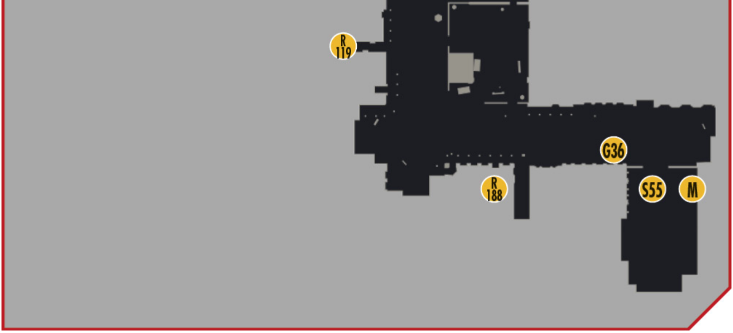
S54: Theodore Savage

Ground floor, on a shelf behind the bar.

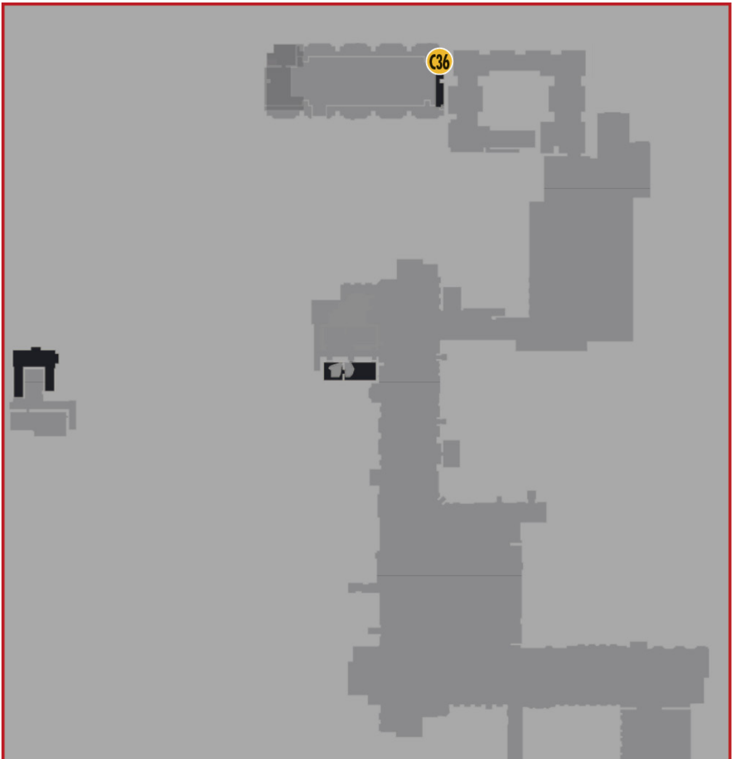
REVOLUTION

While you ride the captured Panzerhund, take some time to dismount and look for these Collectibles hidden in the buildings along the sides of the roads.

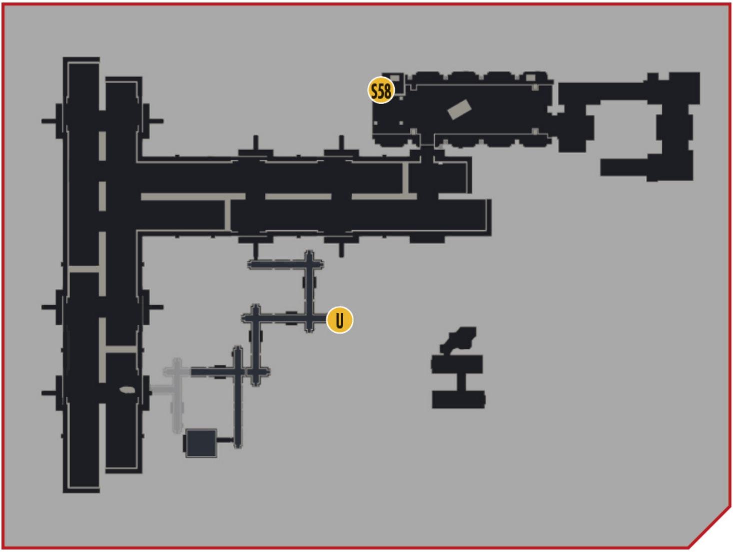




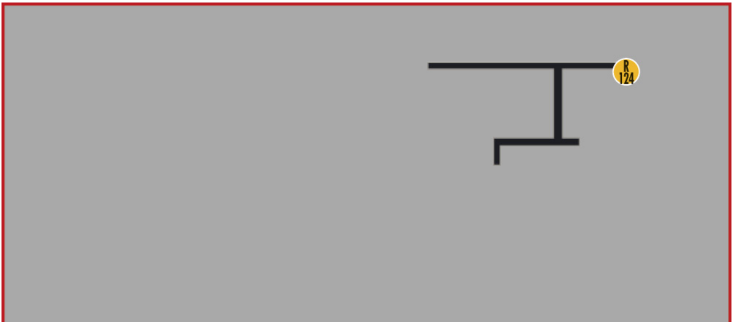
➤ *Ground Floor*

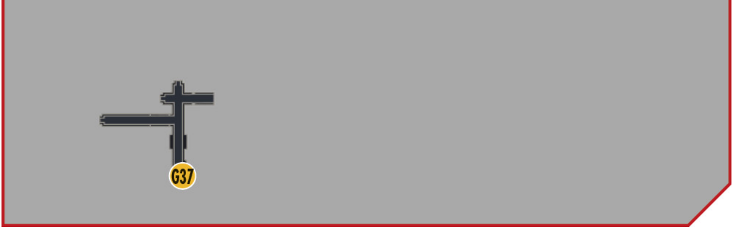


➤ *1st Floor*

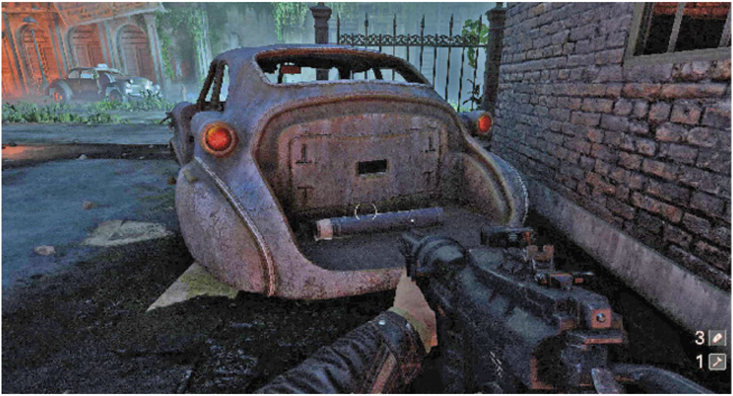


➤ *Basement Level 1*





➤ *Basement Level 2*

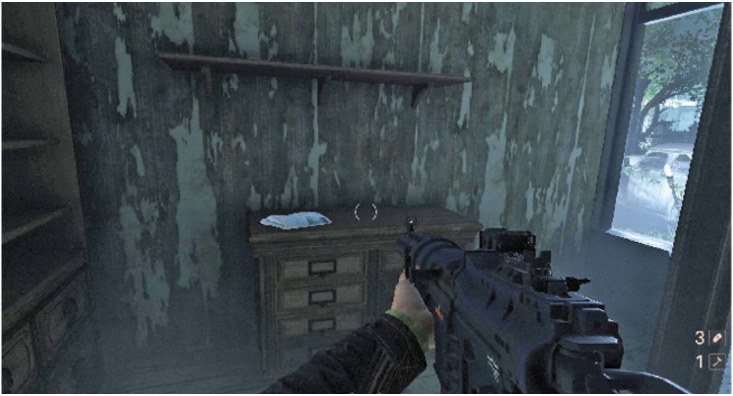


Map

In the parking lot at the start of the level, in the trunk of a car. Dismount from the Panzerhund to pick it up.

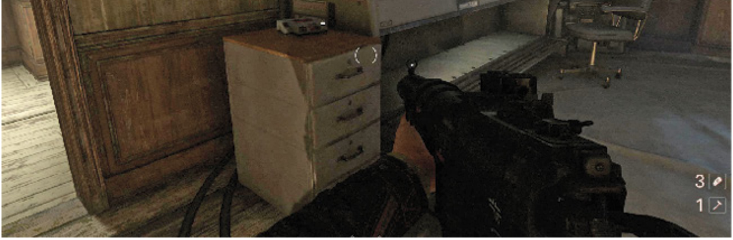
R118: Ghetto Haftling Jennifer's Diary

Diary: Ground floor, in a small shop on the left side of the first street.



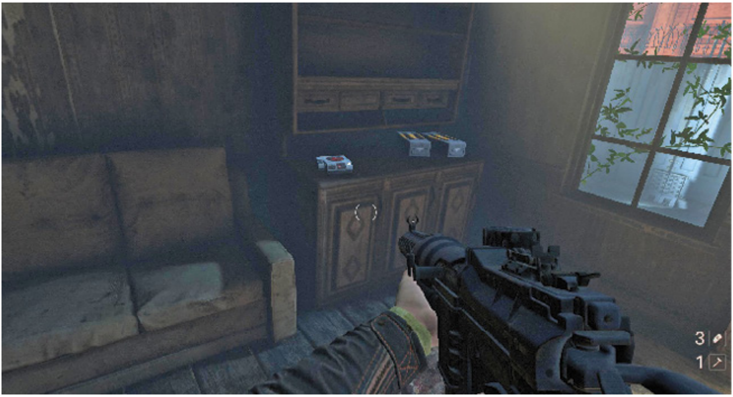
R119: "America Has Been Liberated!"

Newspaper: Ground floor, on a desk in a small room off to the left side of the second street.



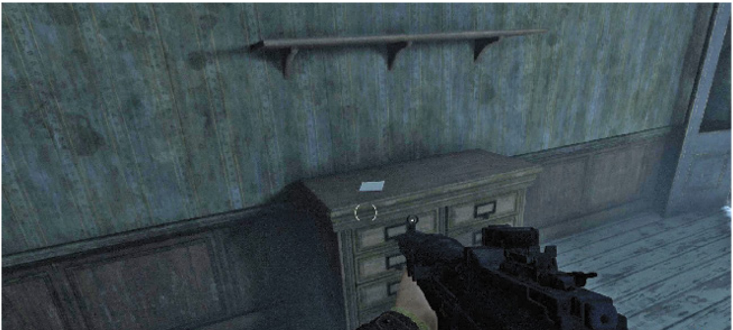
R120: Kommandant Adler's E-Post

E-post: Ground floor, in a room in the Nazi HQ building at the end of the street.



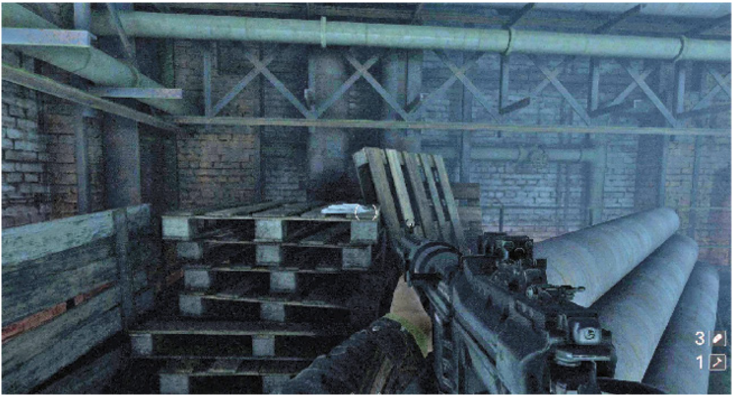
R121: Kommandant Pohl's E-Post

E-post: Ground floor, in a room in the Nazi HQ building.



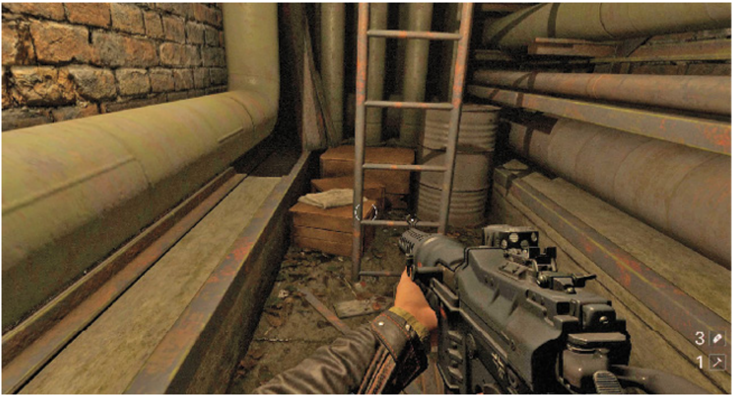
R122: Kommandant Speer's Note

Note: Ground floor, on a chest of drawers in a room before you head into the factory.



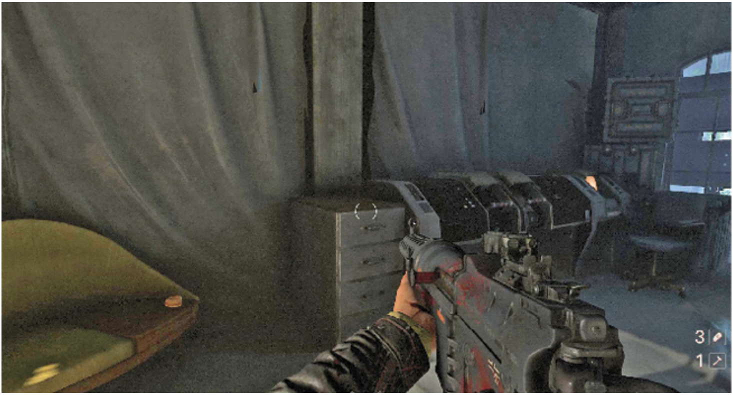
R123: "New Orleans to Become Hot New Tourist Attraction"

Newspaper: Ground floor, in the factory, on a stack of pallets in the corner.



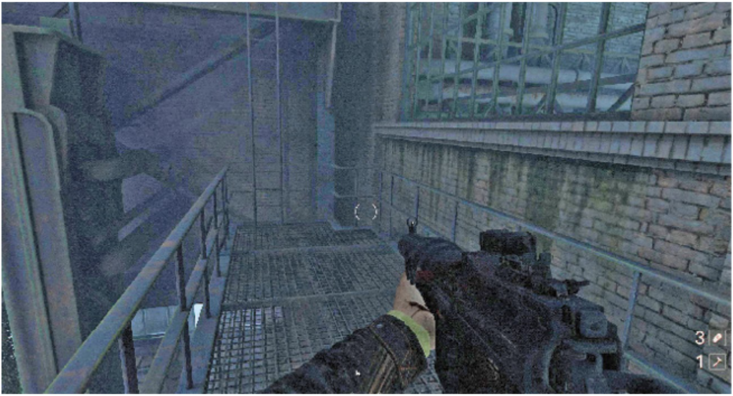
R124: "Paris Jack Is Back"

Newspaper: Basement Level 2, in the tunnel beneath the factory's main floor.



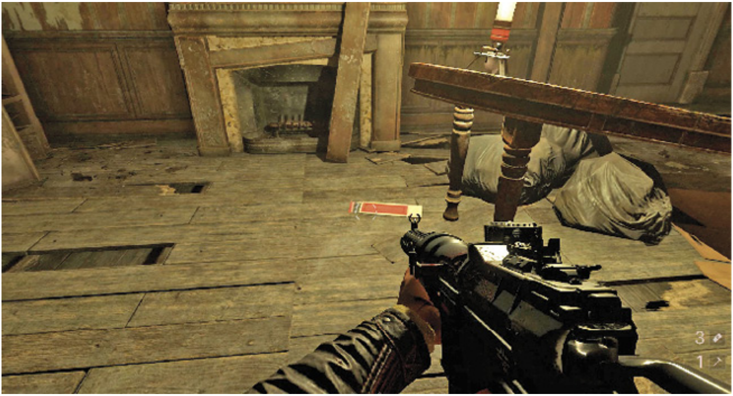
C35: The American Bank

Ground floor, in a room in the Nazi HQ building.



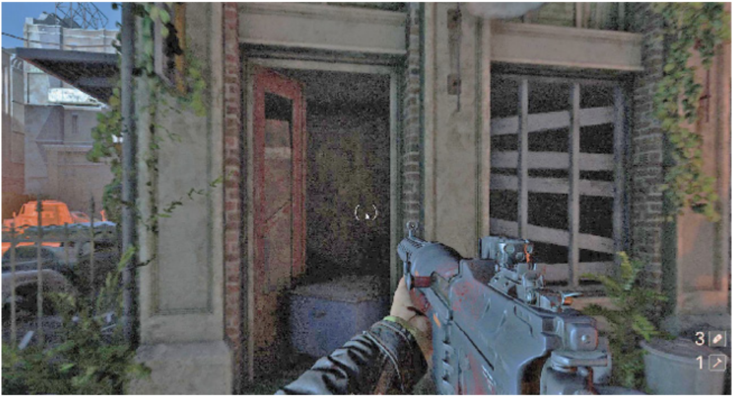
C36: Midtown

First floor, in the factory, on a catwalk. Requires the Battle Walkers. Use them to reach the higher levels in a room in the corner of the main floor, then climb a ladder to the catwalks.



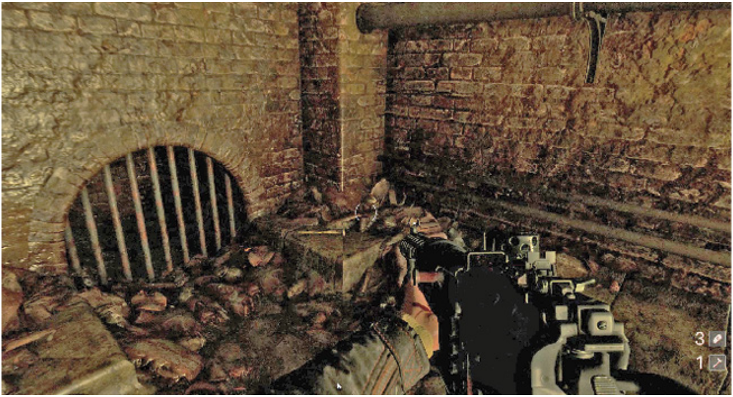
C37: New Orleans Factory and Sewers

Ground floor. After leaving the sewers, check a side room of the building.



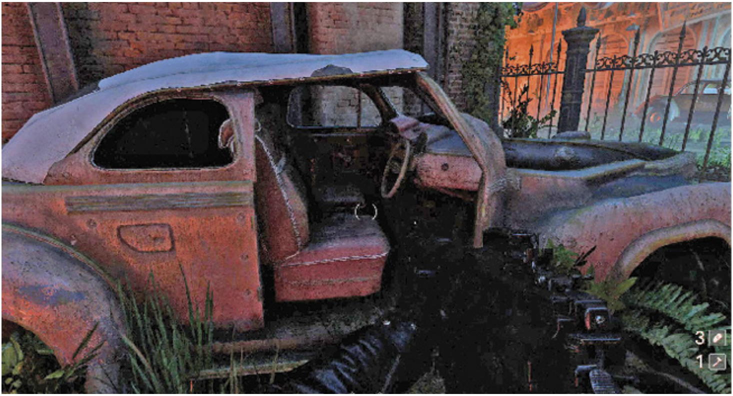
G36: Horton

Ground floor, hidden in the dark. After you leave the parking lot at the start, jump over a container to enter the first building on the left.



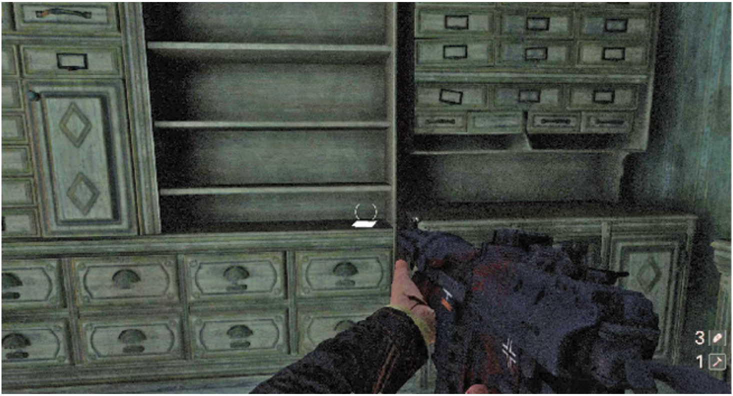
G37: Paris Jack

Basement Level 2, down in the small sewer tunnels.



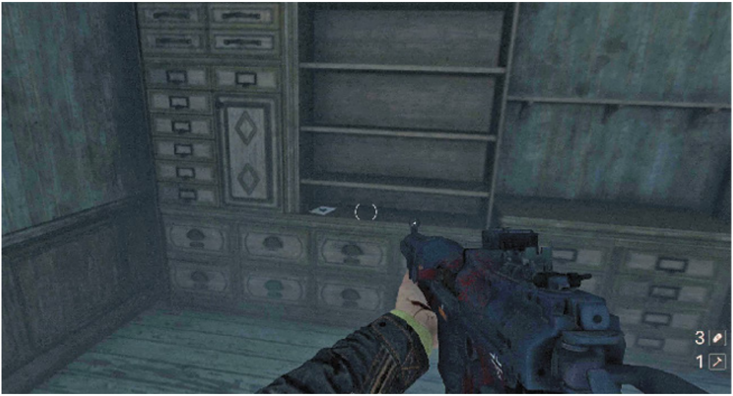
S55: James Anderson

Ground floor, in the parking lot at the start of the level, on the seat of a car.



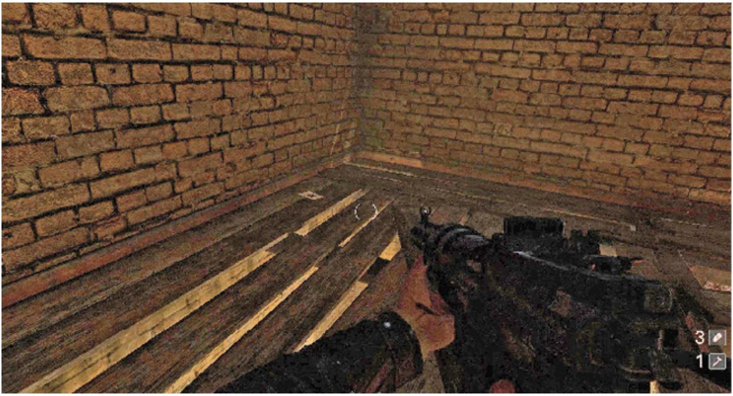
S56: Gretchen Green

Ground floor, in a room on the right side of the second street.



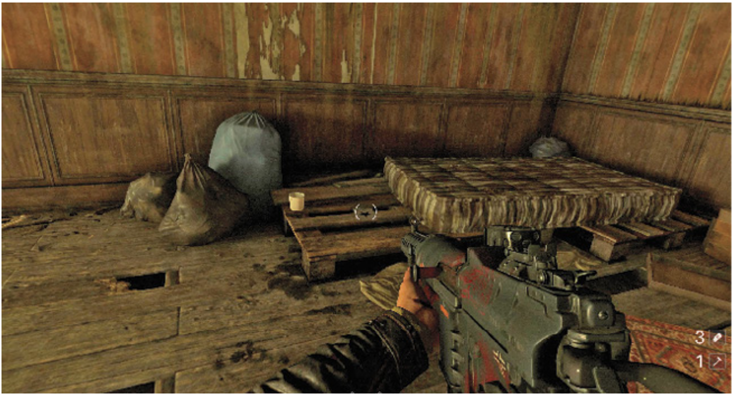
S57: Frederick Zane

Ground floor, on a shelf in the last building before you head into the factory.



S58: Matt Peterson

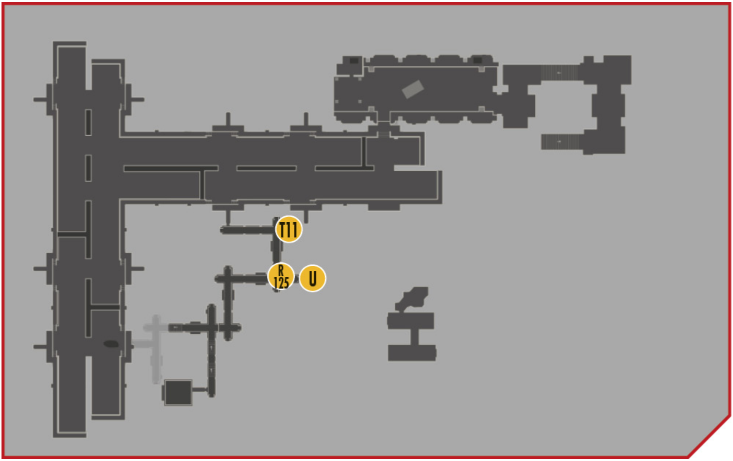
Basement Level 1, on some boards. Requires the Battle Walkers. Use them to access a higher part of an area in the corner of the main factory floor.



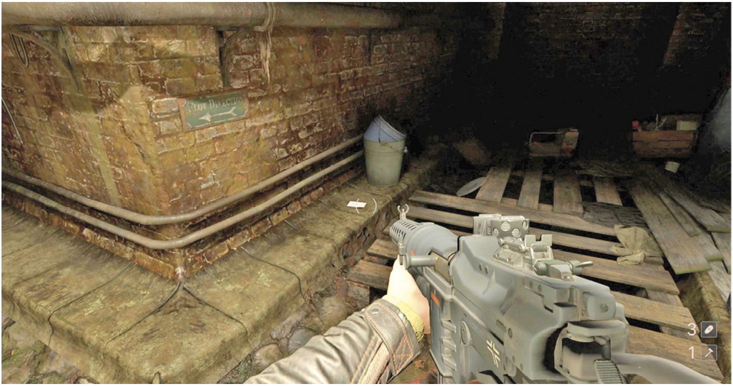
S59: J. Jay

Ground floor, in a side room in the building at the end of the mission.

ÜBERKOMMANDANT MISSION: NEW ORLEANS MIDTOWN

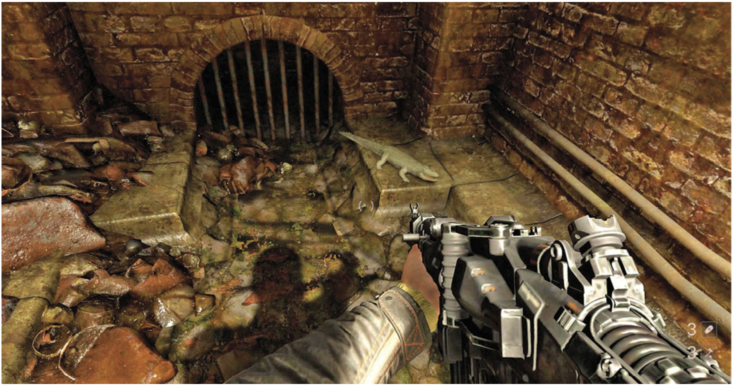


➤ *Sewers, Basement Level 1*



R125: Unnamed Überkommandant's Note

Note: Basement Level 1, in an alcove of the sewer tunnels, along with an upgrade kit.

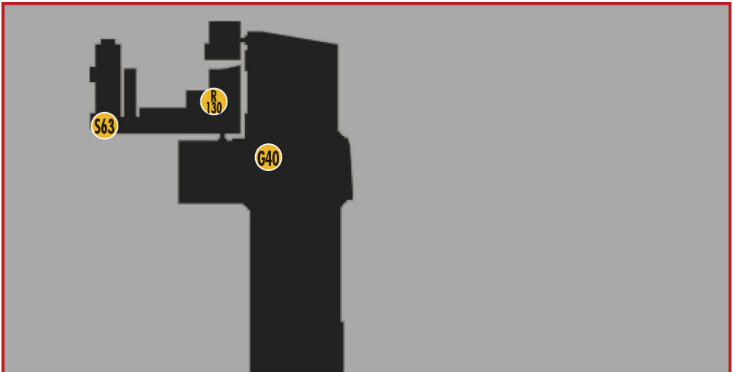


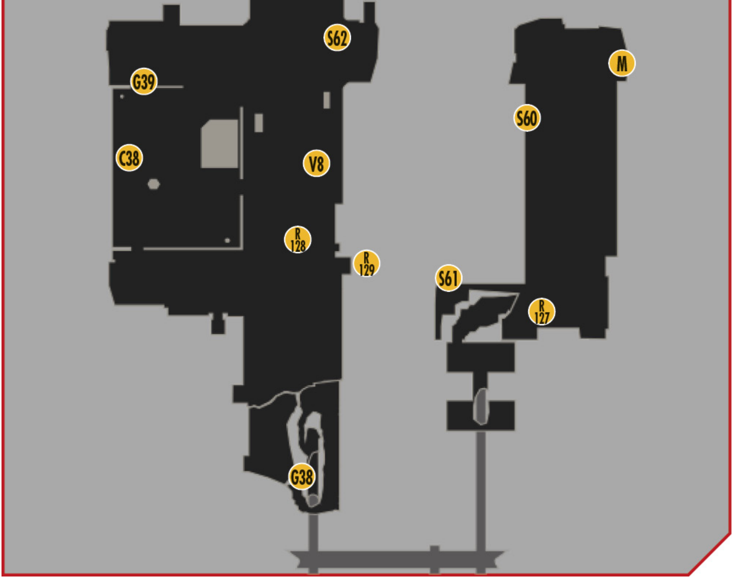
T11: Alligator

Basement Level 1, in the sewers.

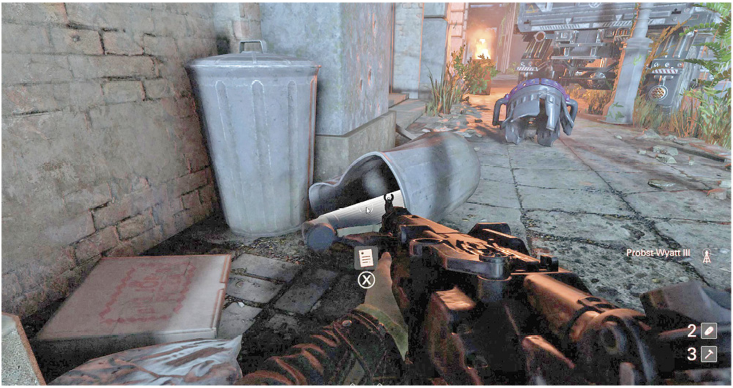
LAKEVIEW

As you make your escape toward *Evas Hammer*, hunt for these Collectibles.



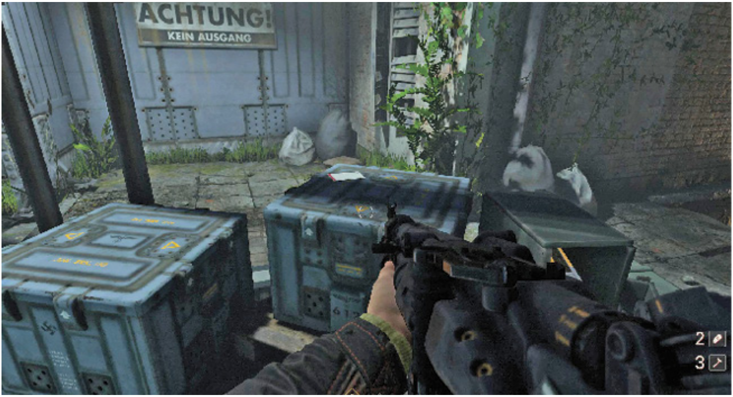


➤ *Ground Floor*



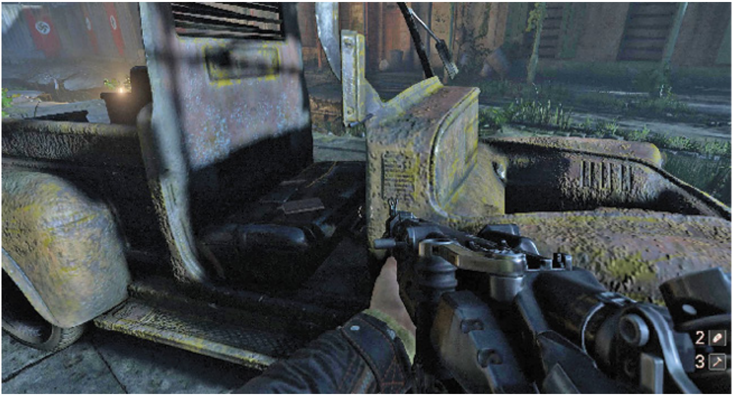
Map

Ground floor, inside a tipped-over garbage can, near where you begin the mission. This one's tough to find.



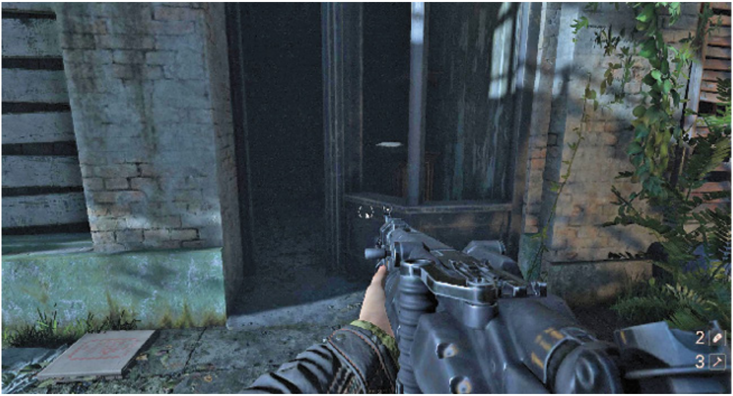
R127: Kommandant's Note

Note: Ground floor, on top of a container near where you enter the sewers.



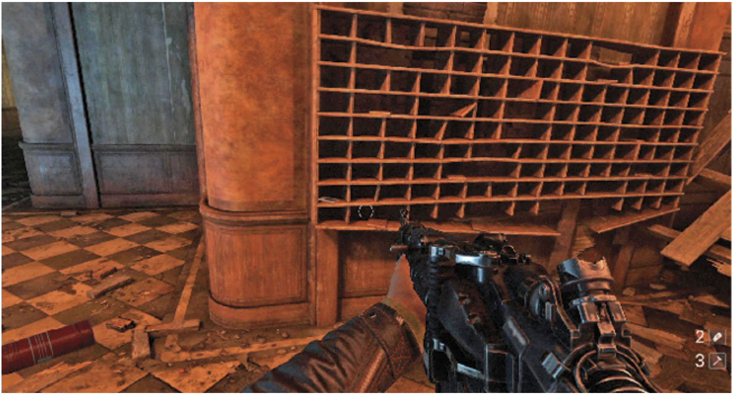
R128: Unknown Ghetto Haftling's Journal

Journal: Ground floor, in the seat of an abandoned pickup truck.



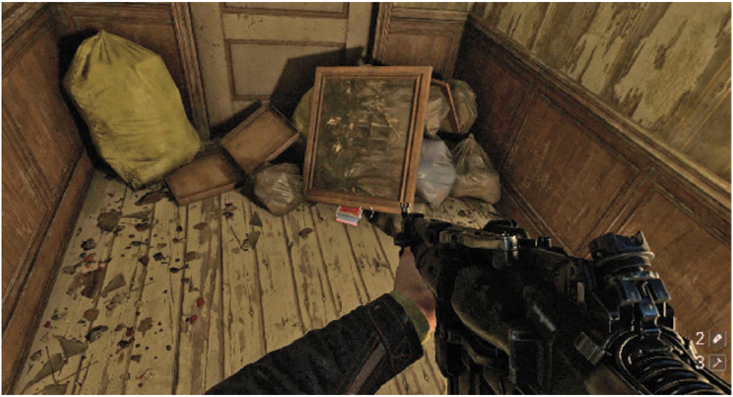
R129: “Celebrating Mardi Gras Raises Spirits of N.O.”

Newspaper: Ground floor, in the small shop near where you exit from the sewer.



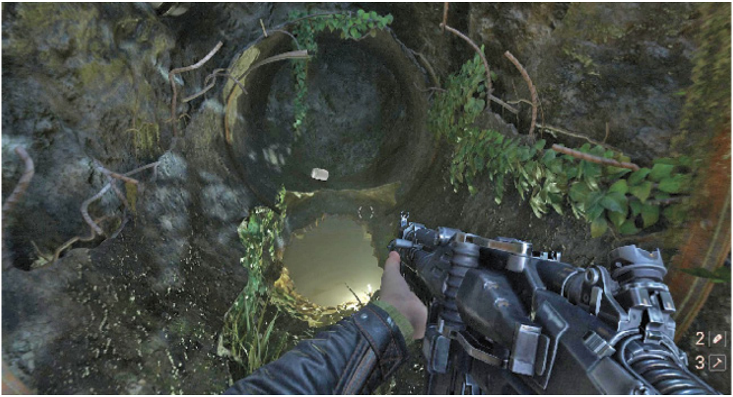
R130: E’s Postcard

PostCard: Ground floor, in a cubbyhole in the hotel at the end of the mission. Grab it before you head upstairs.



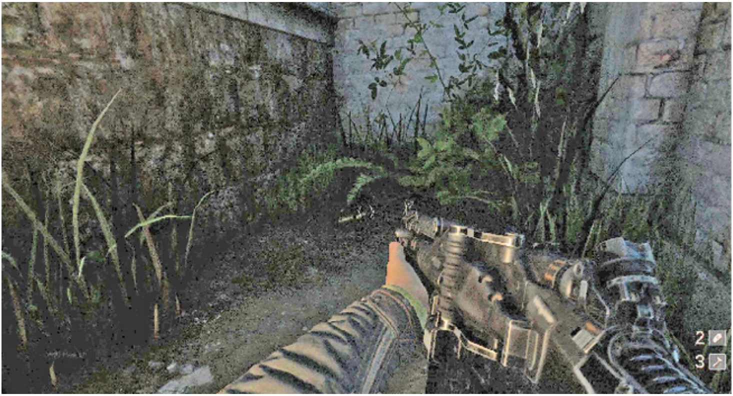
C38: Troop Transport and Scout Zeppelin

Ground floor, in the big house on the left side of the road.



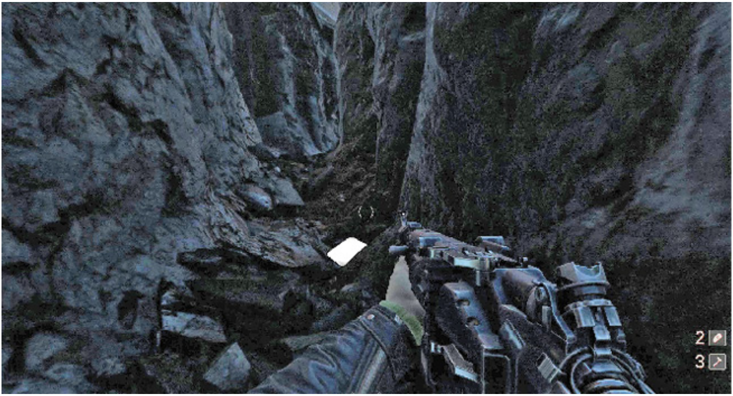
G38: Anya

Ground floor, at the end of the tunnel coming out of the sewers. Turn around when you emerge to see it.



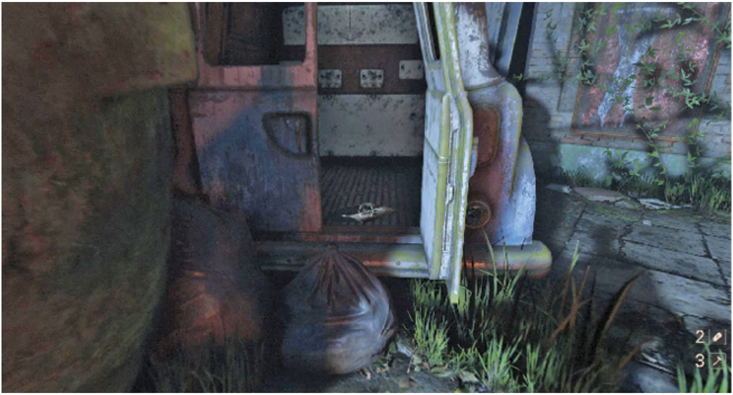
G39: Professor

Ground floor, to the side of the large house.



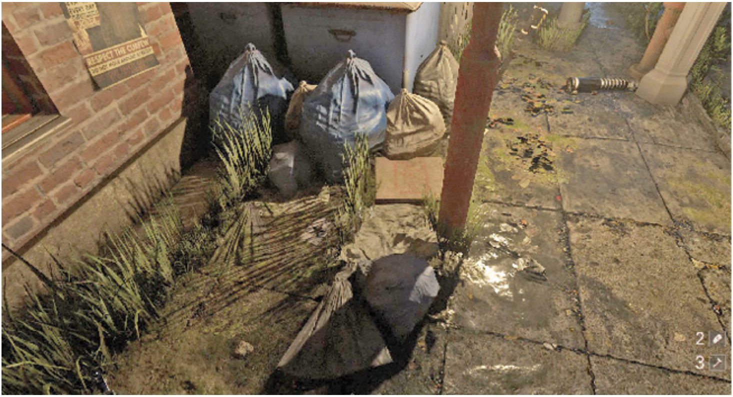
G40: Sigrun

Ground floor, inside the cracks created when *Evas Hammer* ran aground.



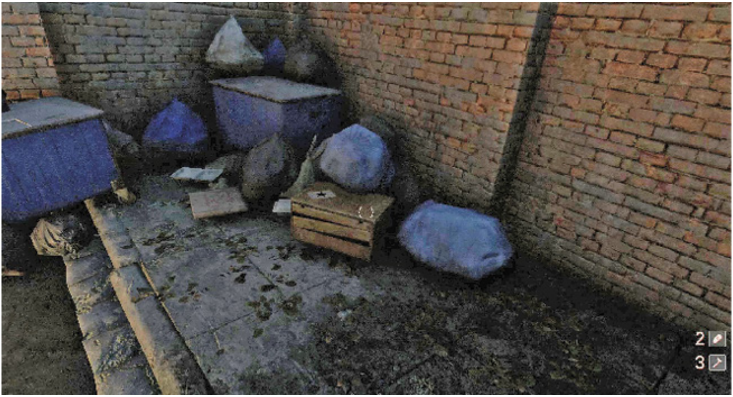
V8: Record: “Wilbert Eckart und seine Volksmusik Stars: House of the Rising Sun”

Ground floor, in the back of a van outside the large house.



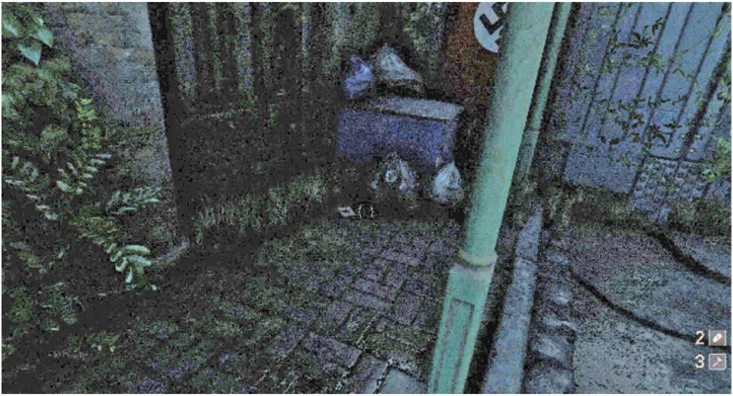
S60: Abby Cox

Ground floor, in the grass, across from where you begin the level.



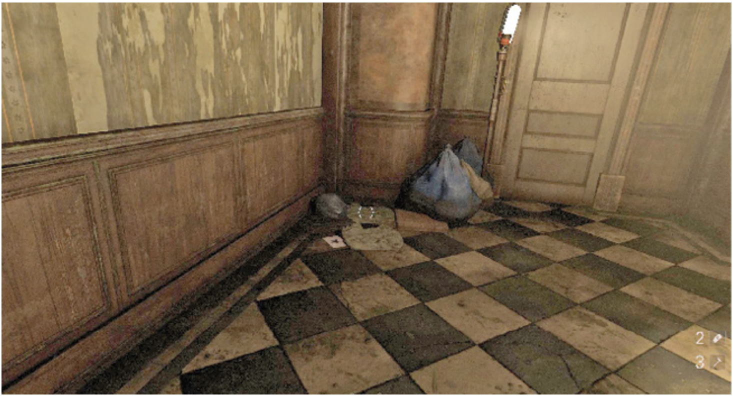
S61: Peter Lance

Ground floor, near where you enter the sewer.



S62: Christopher Love

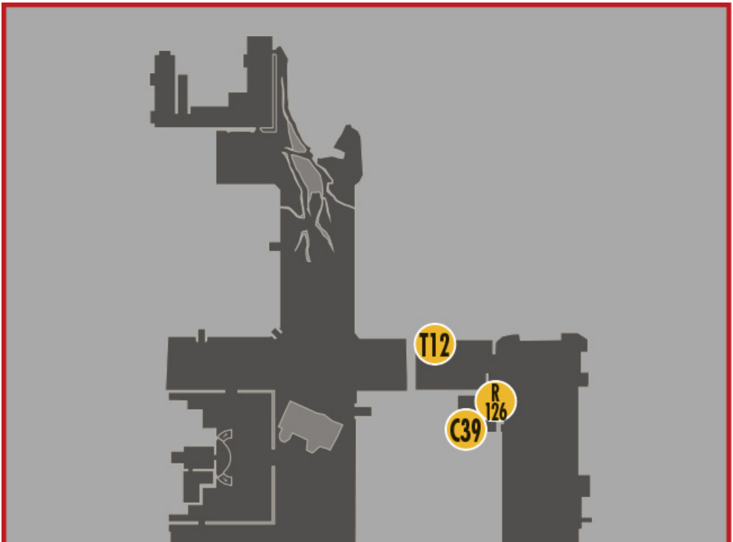
Ground floor, in an alley across from the large house.

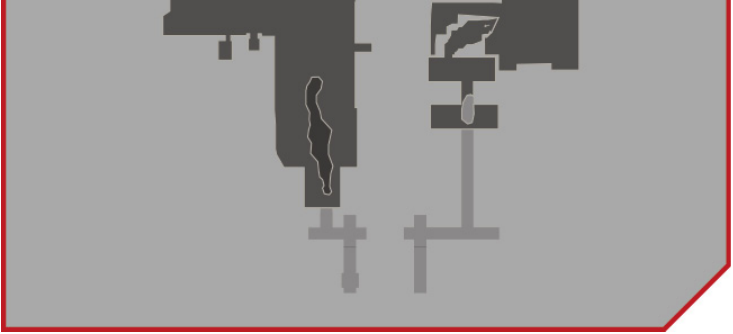


S63: Marcus Southbranch

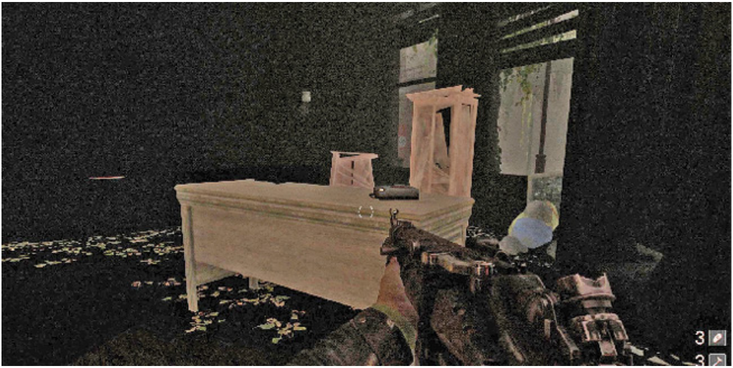
Ground floor, in the corner of the hotel.

ÜBERKOMMANDANT MISSION: NEW ORLEANS LAKEVIEW



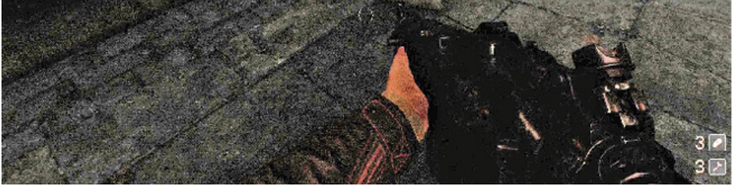


➤ *Ground Floor*



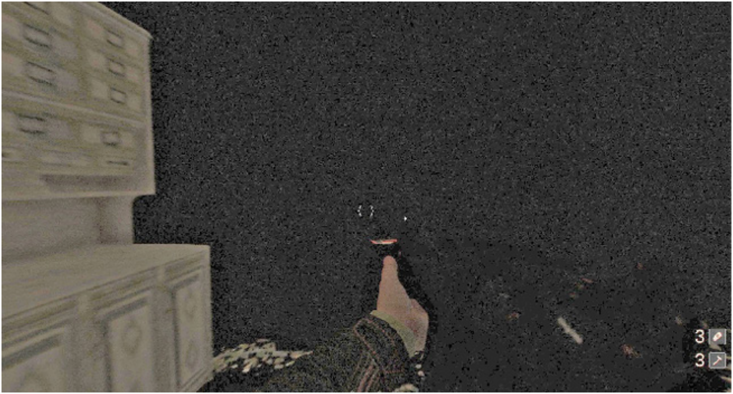
R126: Überkommandant Grosse's E-Post

E-post: Ground floor, inside a shop.



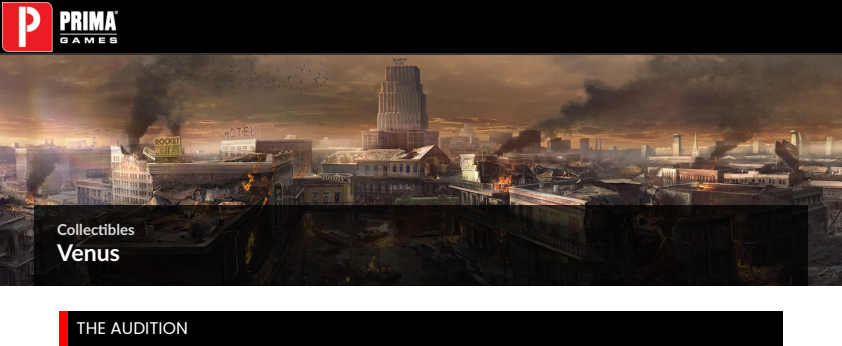
T12: Rocket

Ground floor, on the side of an alley next to a Dumpster.



C39: Lakeview District

Ground floor, in the same shop as the recorder.

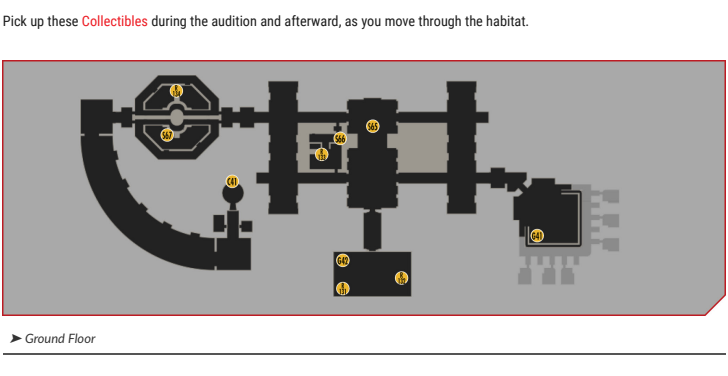


Collectibles

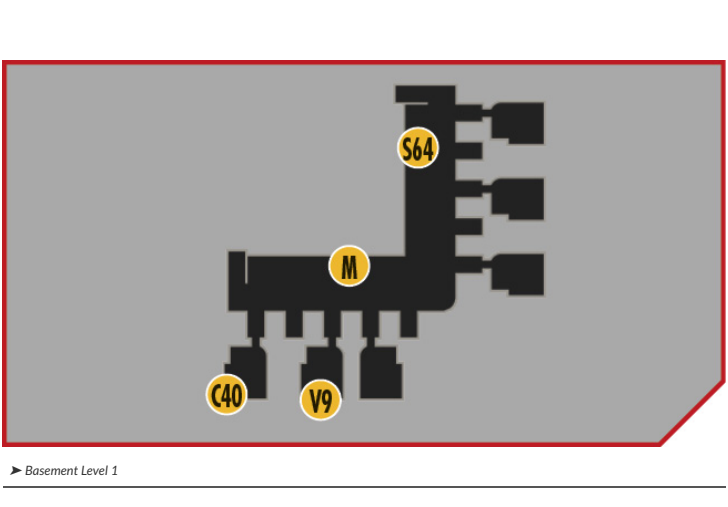
Venus

THE AUDITION

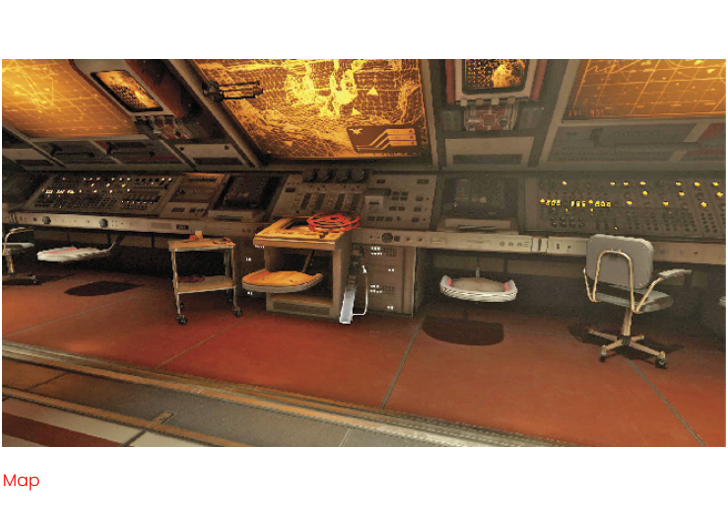
Pick up these Collectibles during the audition and afterward, as you move through the habitat.



➤ Ground Floor

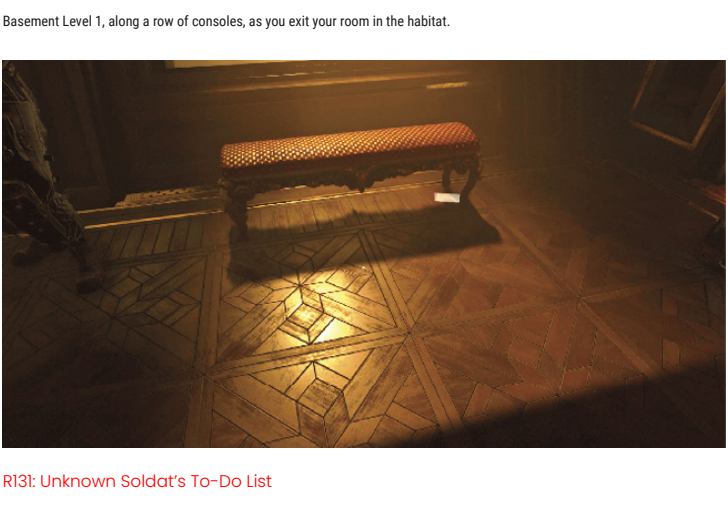


➤ Basement Level 1



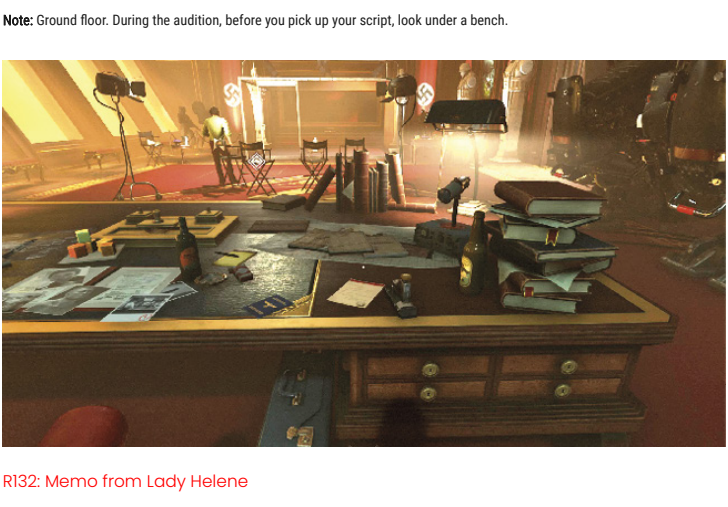
Map

Basement Level 1, along a row of consoles, as you exit your room in the habitat.



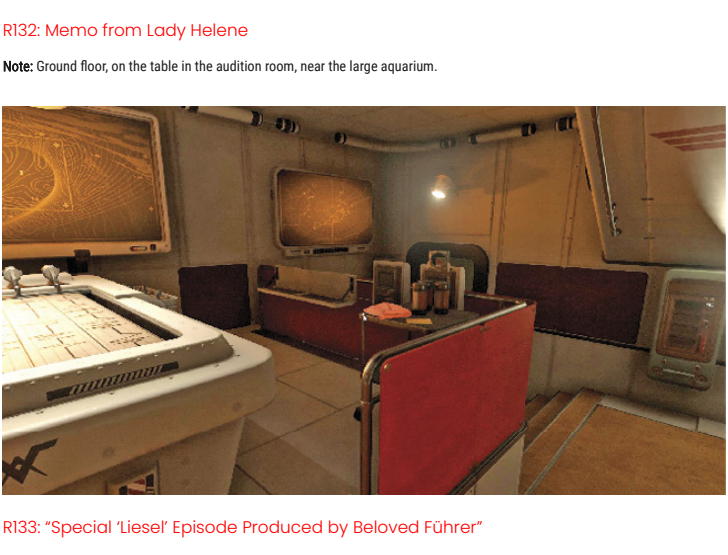
R131: Unknown Soldat's To-Do List

Note: Ground floor. During the audition, before you pick up your script, look under a bench.



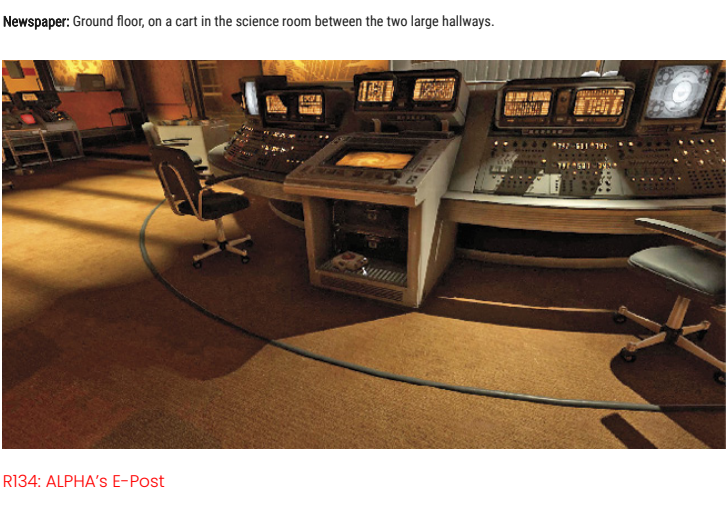
R132: Memo from Lady Helene

Note: Ground floor, on the table in the audition room, near the large aquarium.



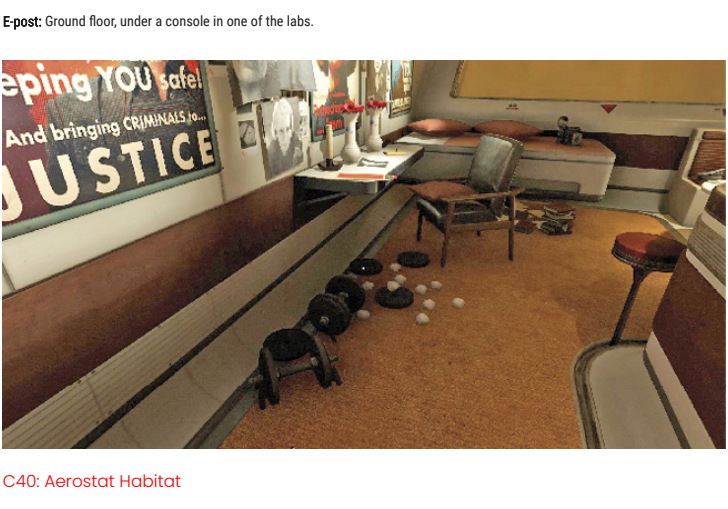
R133: "Special 'Liesel' Episode Produced by Beloved Führer"

Newspaper: Ground floor, on a cart in the science room between the two large hallways.



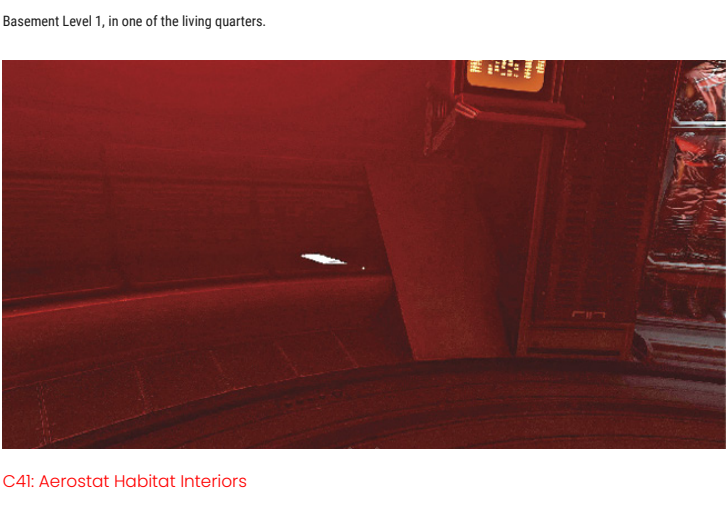
R134: ALPHA's E-Post

E-post: Ground floor, under a console in one of the labs.



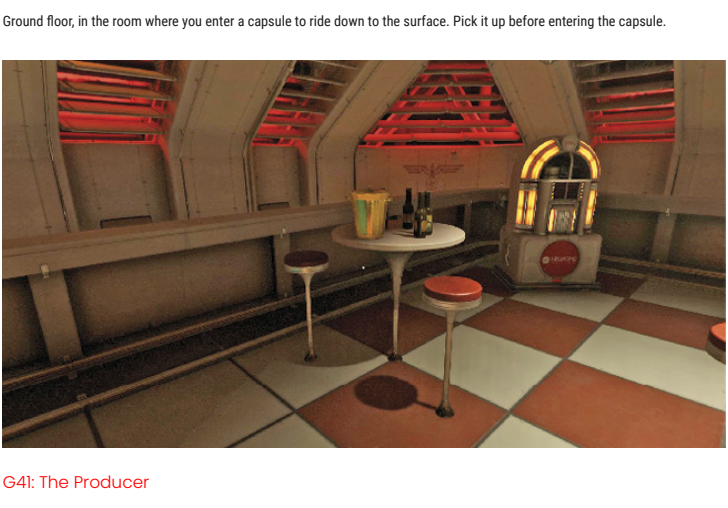
C40: Aerostat Habitat

Basement Level 1, in one of the living quarters.



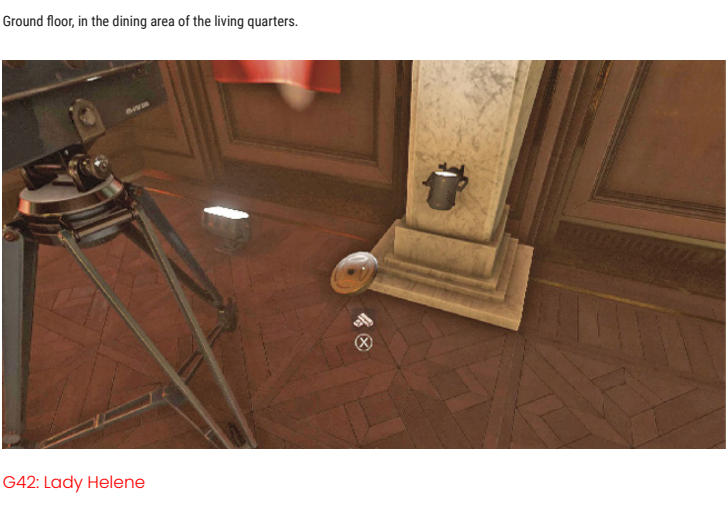
C41: Aerostat Habitat Interiors

Ground floor, in the room where you enter a capsule to ride down to the surface. Pick it up before entering the capsule.



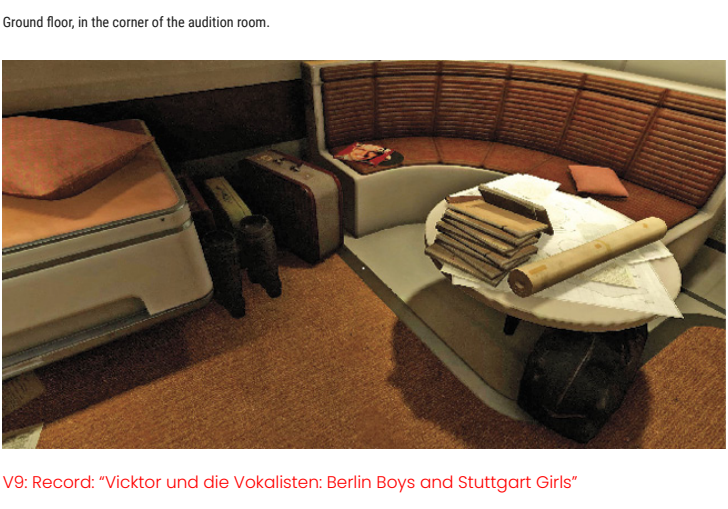
G41: The Producer

Ground floor, in the dining area of the living quarters.



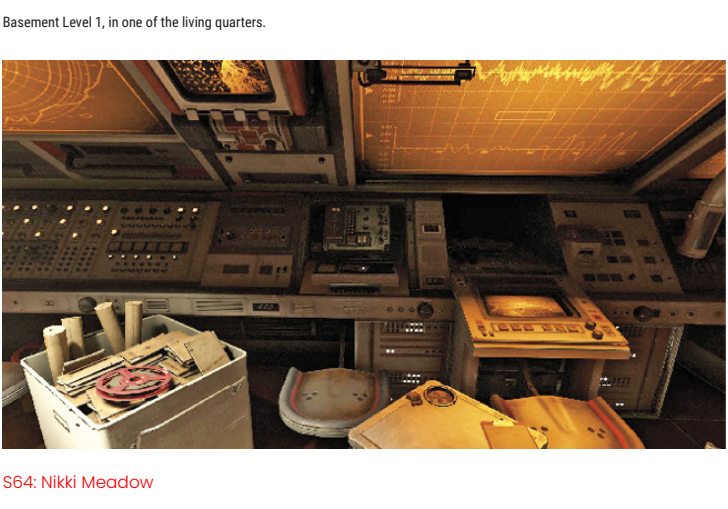
G42: Lady Helene

Ground floor, in the corner of the audition room.



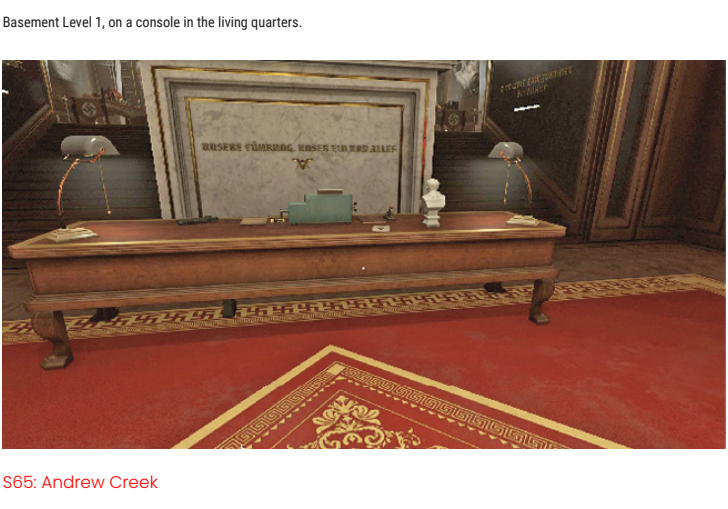
V9: Record: "Vicktor und die Vokalisten: Berlin Boys and Stuttgart Girls"

Basement Level 1, in one of the living quarters.



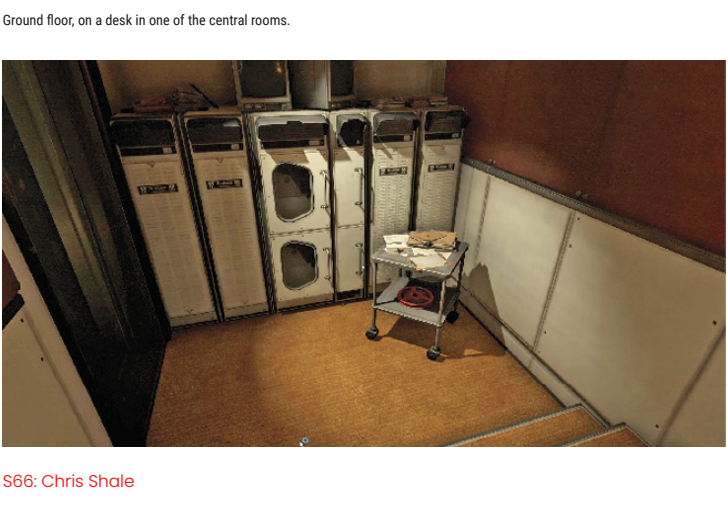
S64: Nikki Meadow

Basement Level 1, on a console in the living quarters.



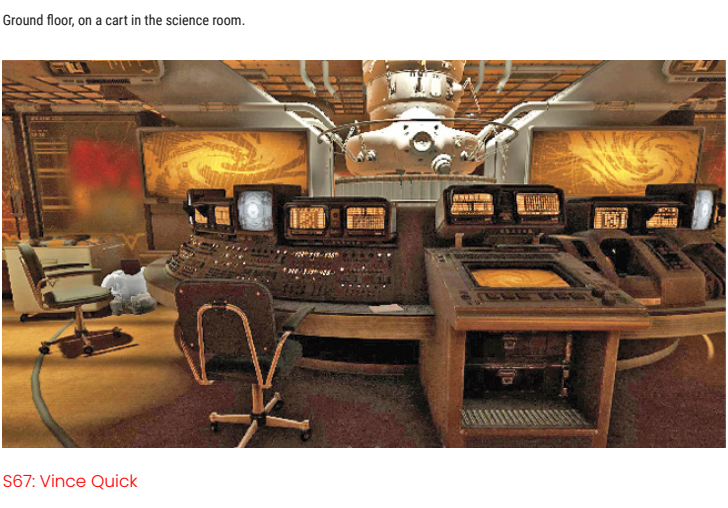
S65: Andrew Creek

Ground floor, on a desk in one of the central rooms.



S66: Chris Shale

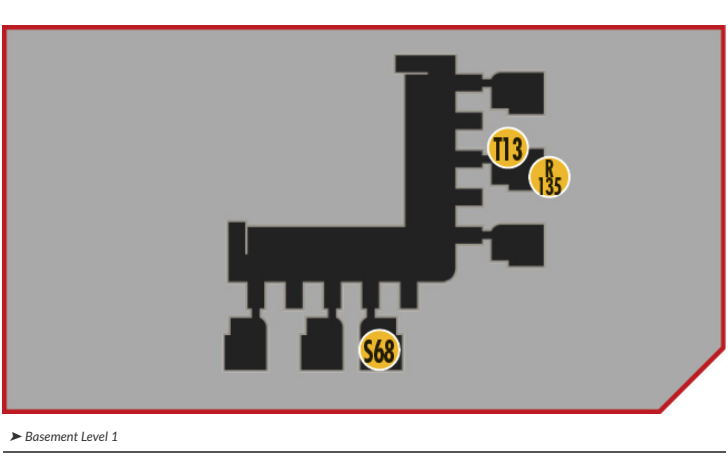
Ground floor, on a cart in the science room.



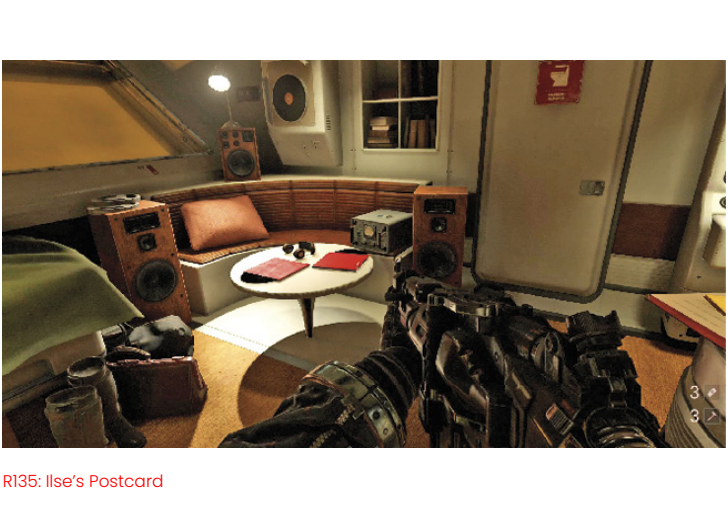
S67: Vince Quick

Ground floor, on a console in one of the labs.

ÜBERKOMMANDANT MISSION: VENUS HABITAT

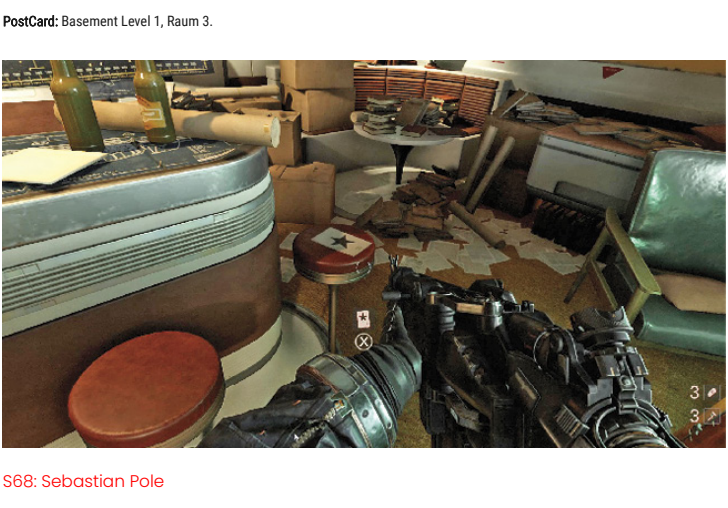


➤ Basement Level 1



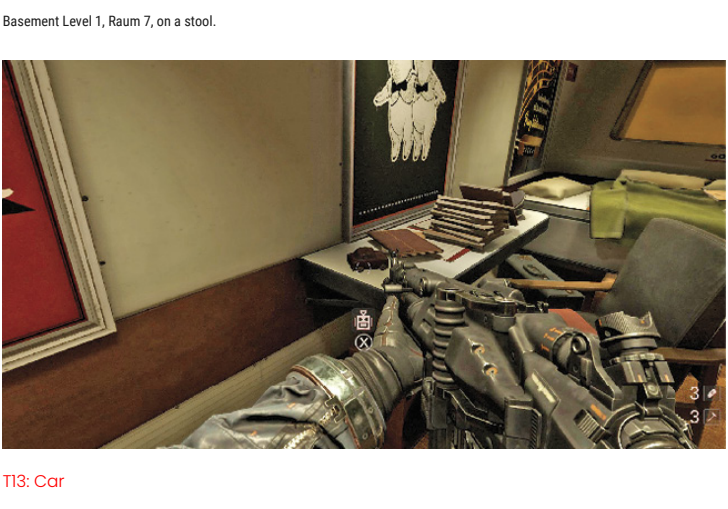
R135: Ilse's Postcard

PostCard: Basement Level 1, Raum 3.



S68: Sebastian Pole

Basement Level 1, Raum 7, on a stool.

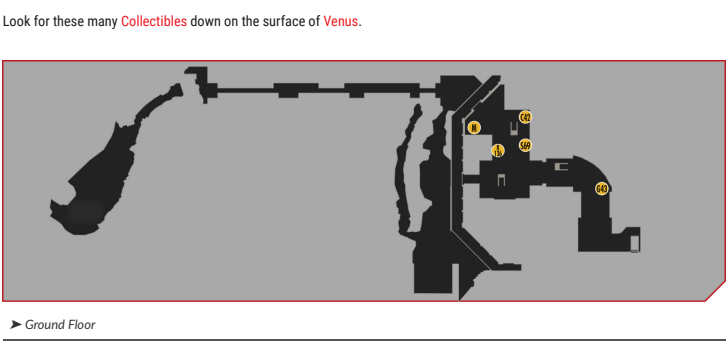


T13: Car

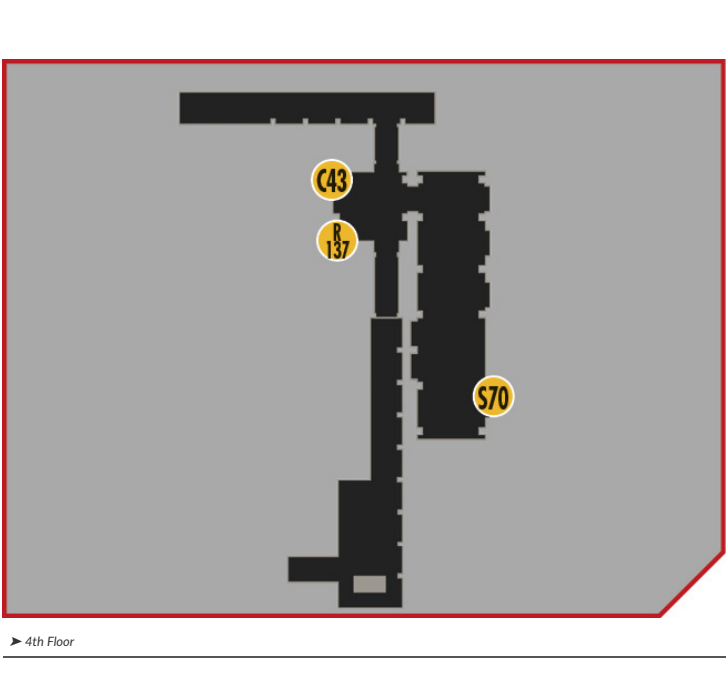
Basement Level 1, Raum 3.

ON THE SURFACE

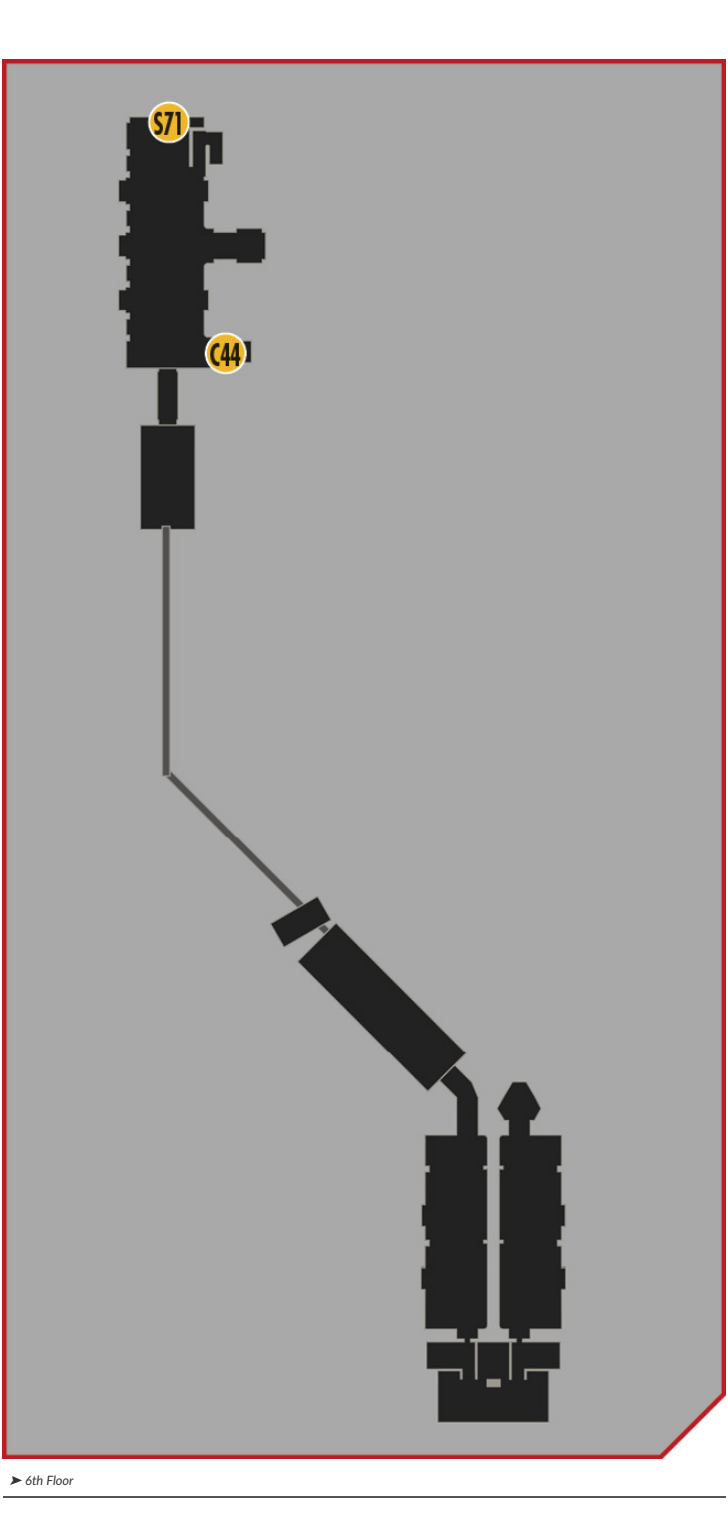
Look for these many Collectibles down on the surface of Venus.



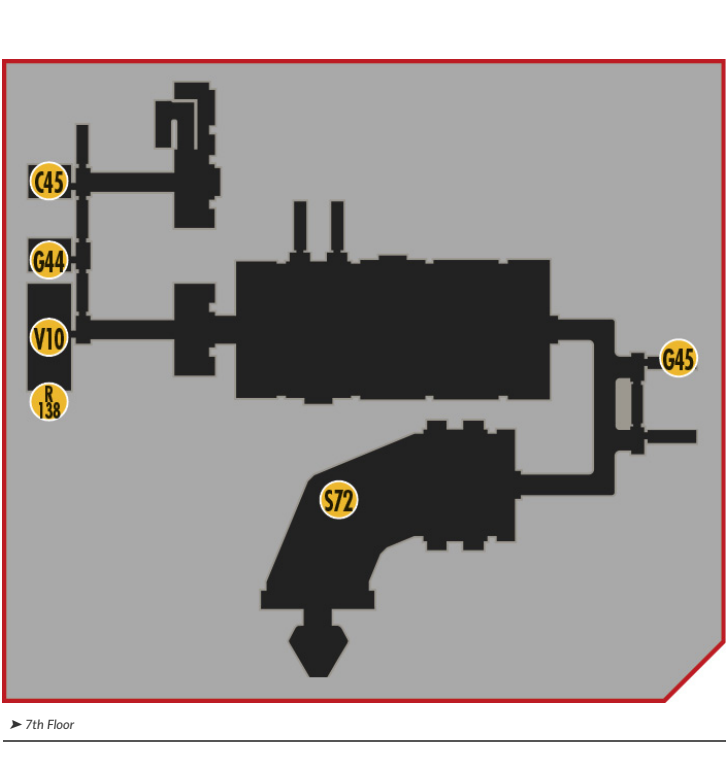
➤ Ground Floor



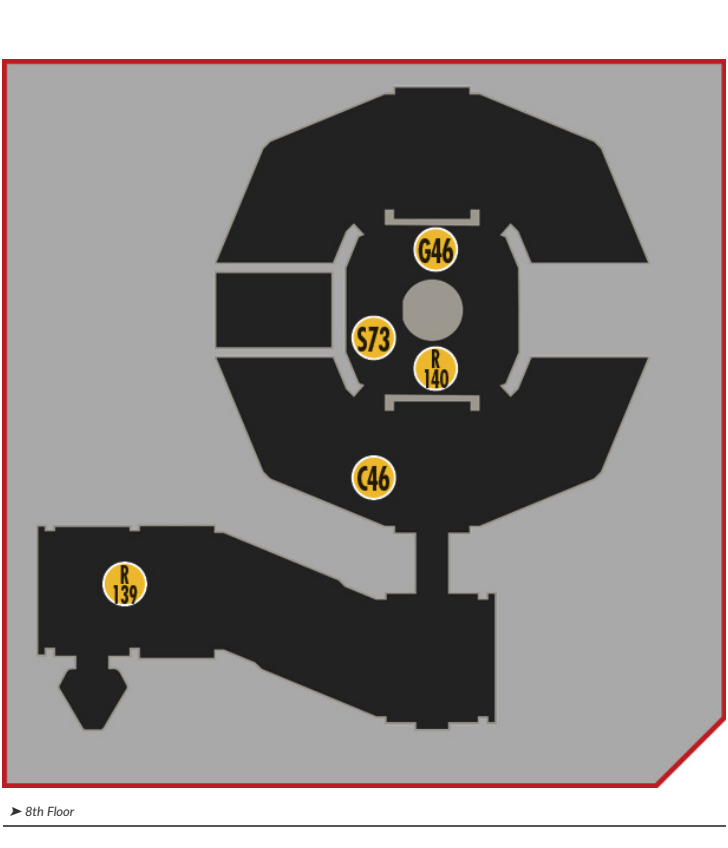
➤ 4th Floor



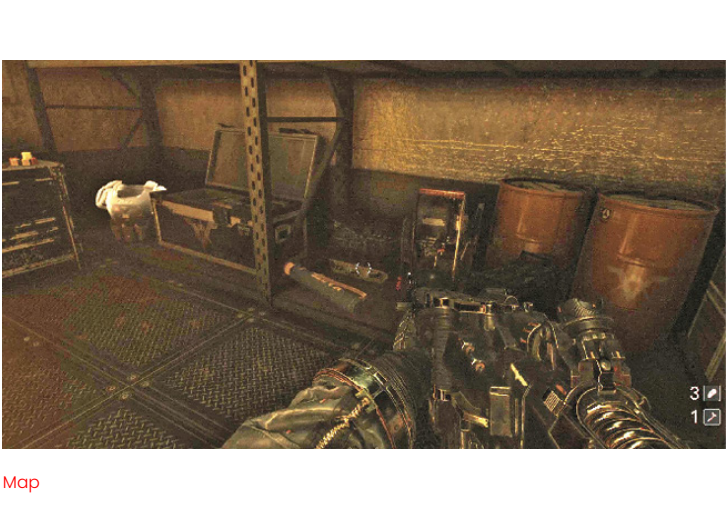
➤ 6th Floor



➤ 7th Floor

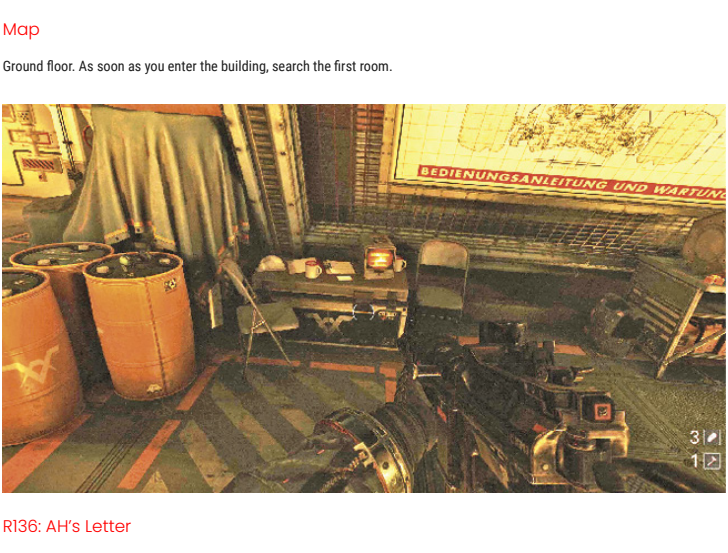


➤ 8th Floor



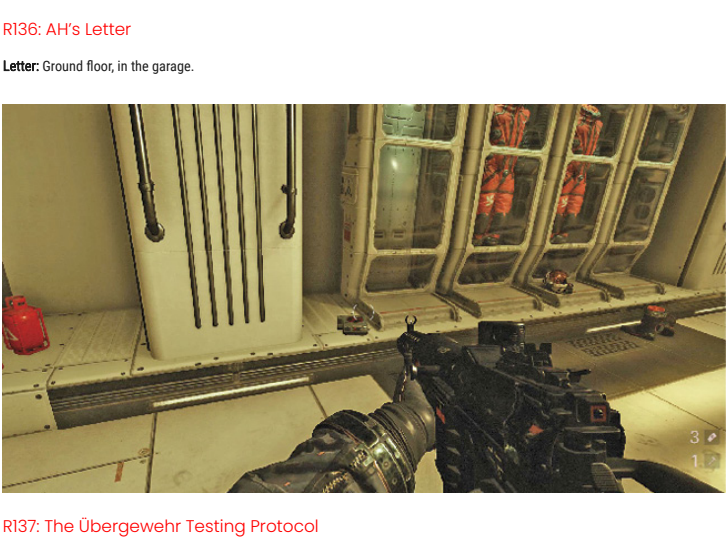
Map

Ground floor. As soon as you enter the building, search the first room.



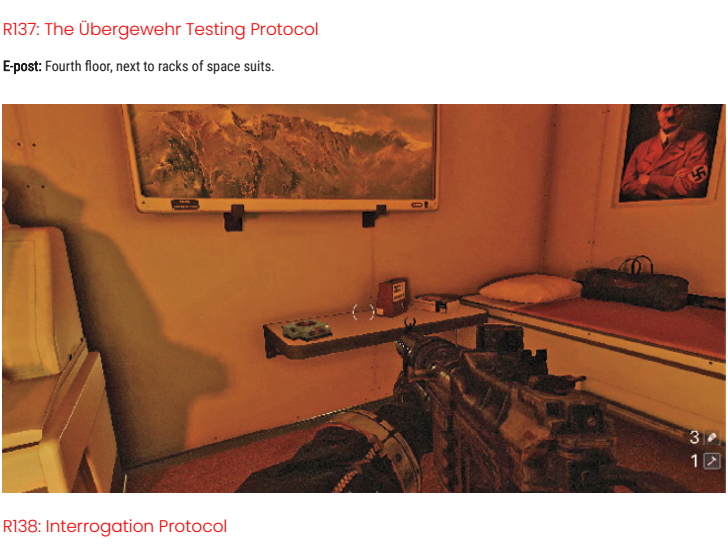
R136: AH's Letter

Letter: Ground floor, in the garage.



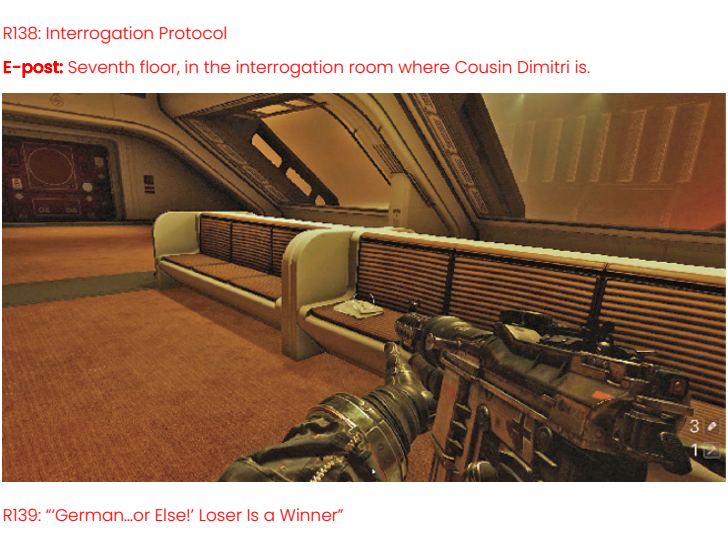
R137: The Übergewehr Testing Protocol

E-post: Fourth floor, next to racks of space suits.



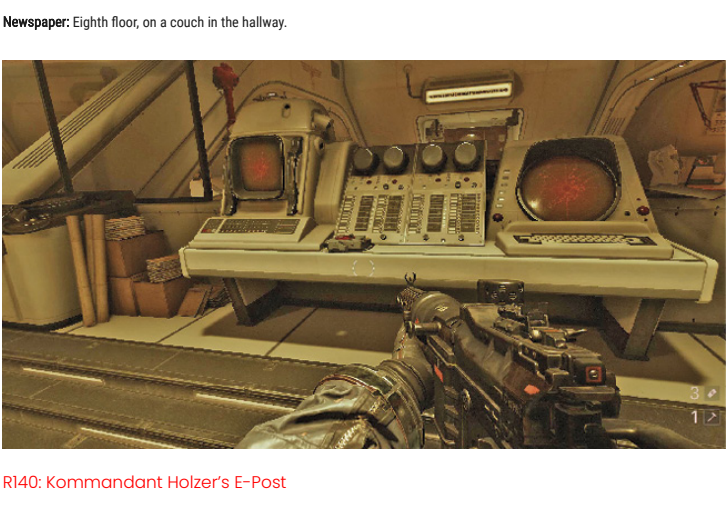
R138: Interrogation Protocol

E-post: Seventh floor, in the interrogation room where Cousin Dimitri is.



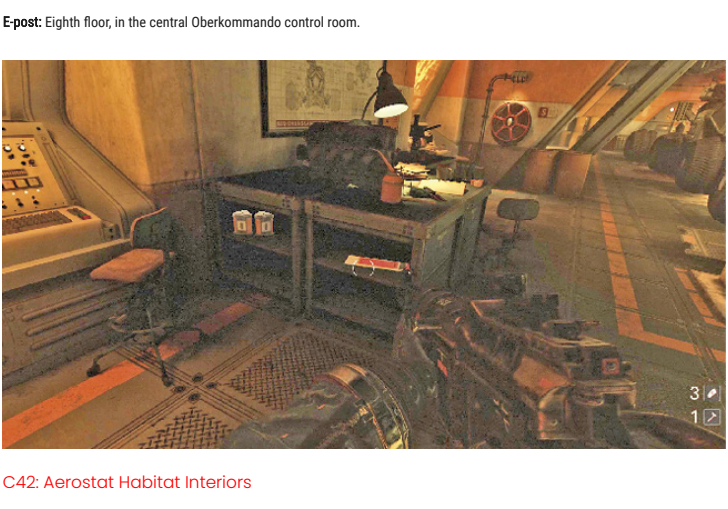
R139: "German...or Else!" Loser Is a Winner"

Newspaper: Eighth floor, on a couch in the hallway.



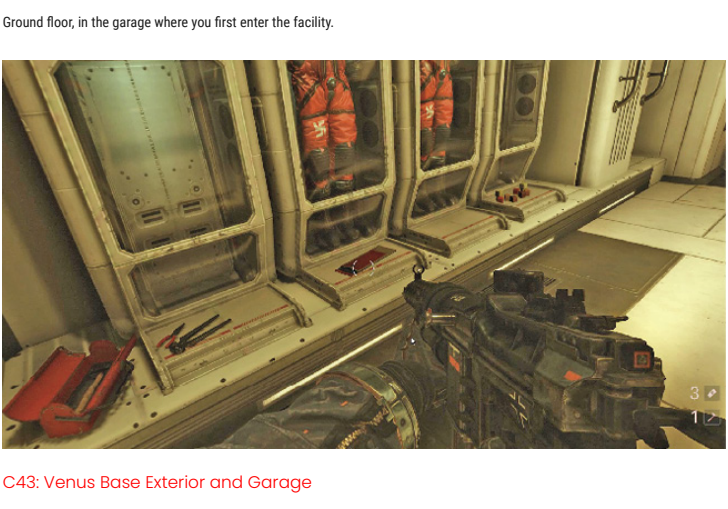
R140: Kommandant Holzer's E-Post

E-post: Eighth floor, in the central Oberkommando control room.



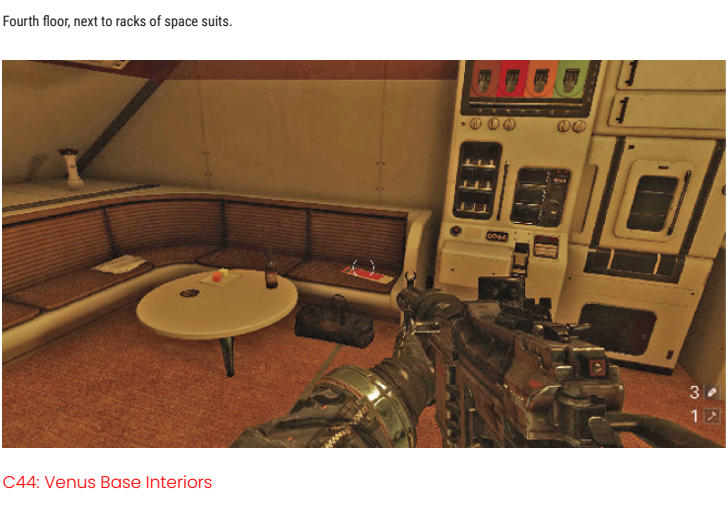
C42: Aerostat Habitat Interiors

Ground floor, in the garage where you first enter the facility.



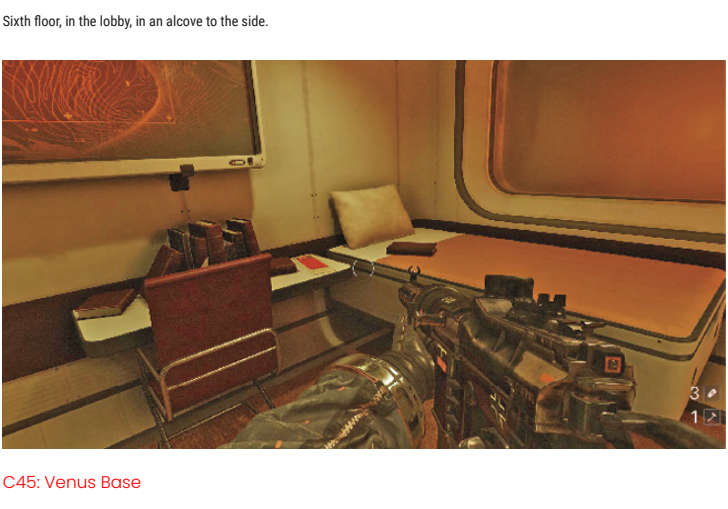
C43: Venus Base Exterior and Garage

Fourth floor, next to racks of space suits.



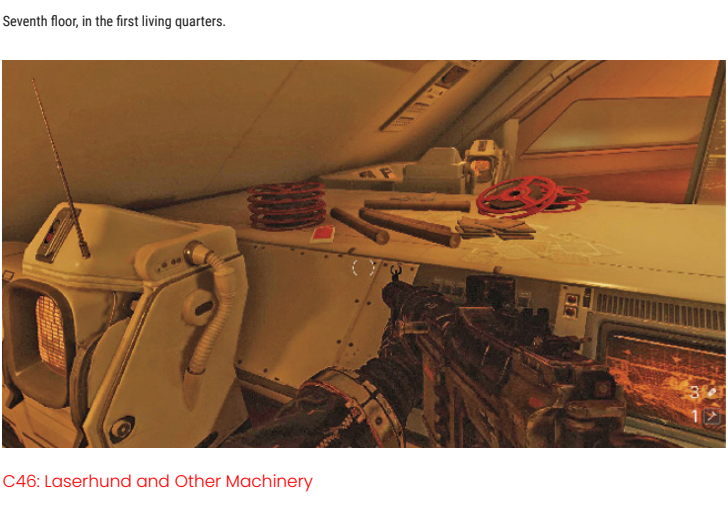
C44: Venus Base Interiors

Sixth floor, in the lobby, in an alcove to the side.



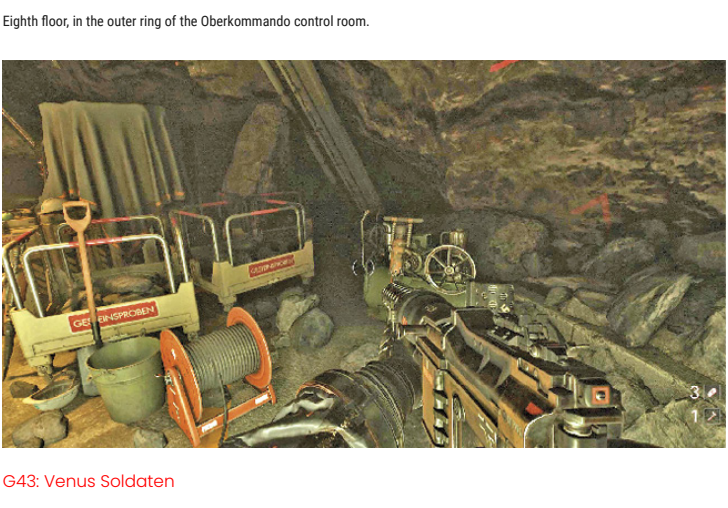
C45: Venus Base

Seventh floor, in the first living quarters.



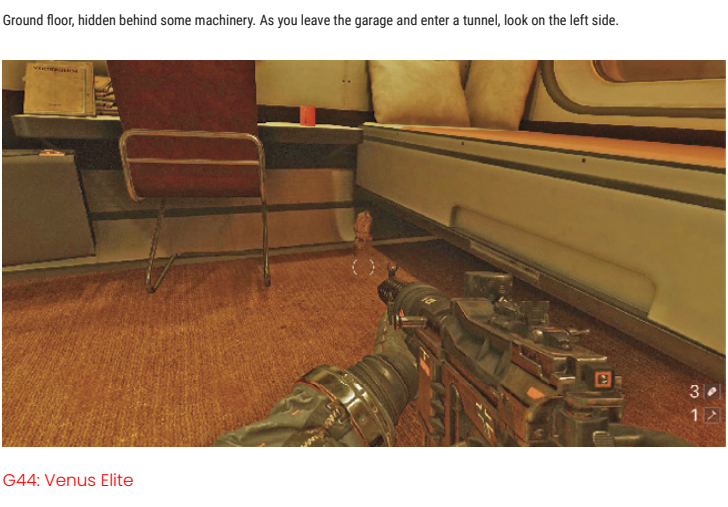
C46: Laserhund and Other Machinery

Eighth floor, in the outer ring of the Oberkommando control room.



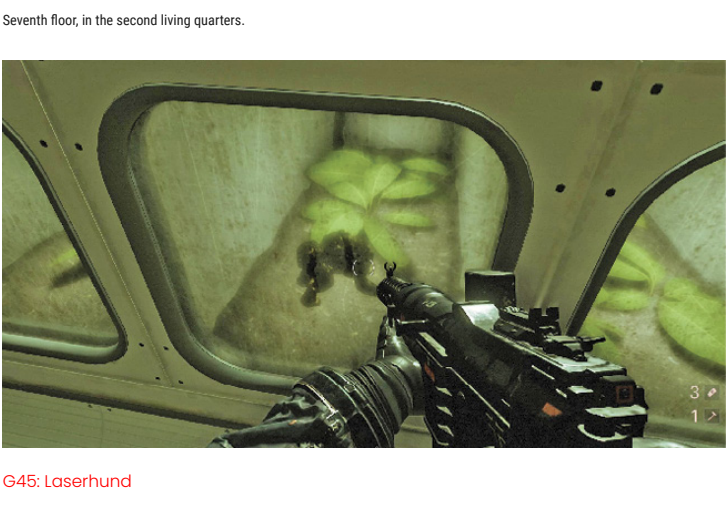
G43: Venus Soldaten

Ground floor, hidden behind some machinery. As you leave the garage and enter a tunnel, look on the left side.



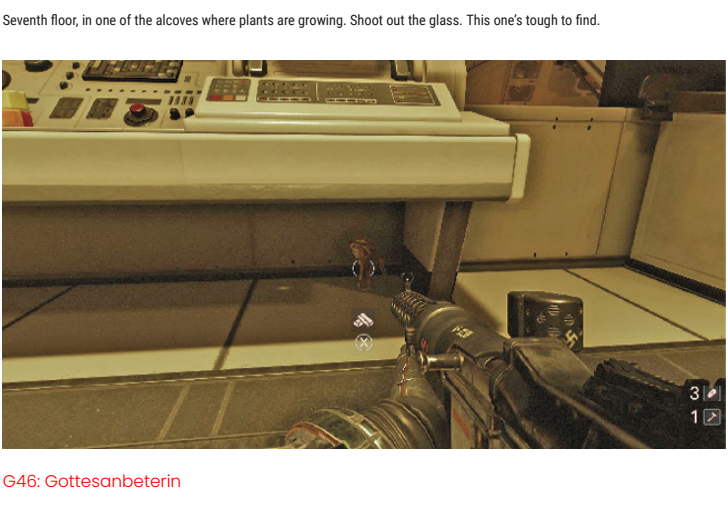
G44: Venus Elite

Seventh floor, in the second living quarters.



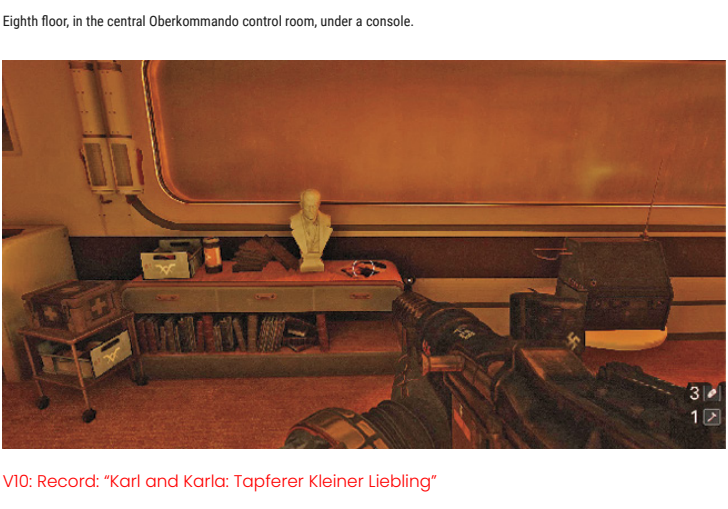
G45: Laserhund

Seventh floor, in one of the alcoves where plants are growing. Shoot out the glass. This one's tough to find.



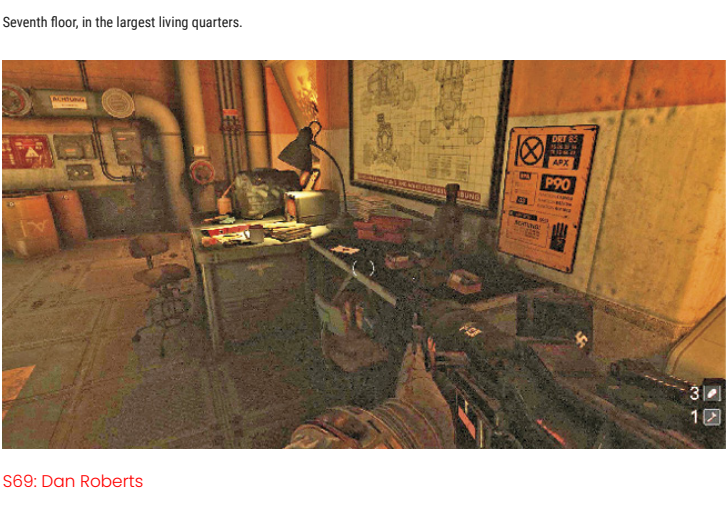
G46: Gottesanbeterin

Eighth floor, in the central Oberkommando control room, under a console.



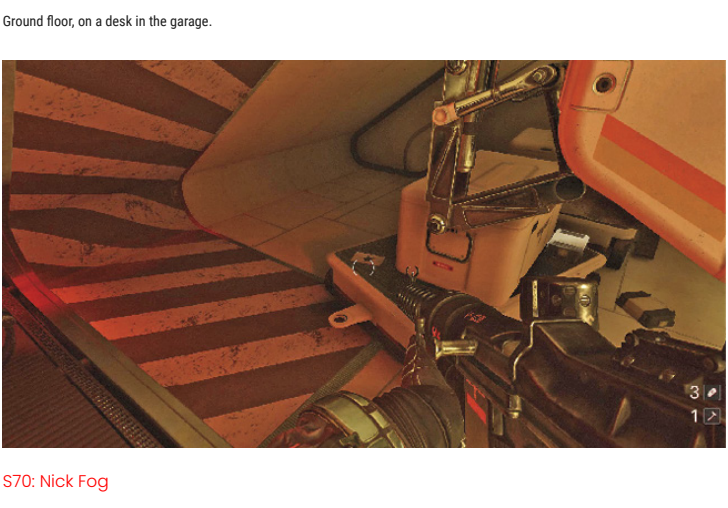
V10: Record: "Karl and Karla: Tapferer Kleiner Liebling"

Seventh floor, in the largest living quarters.



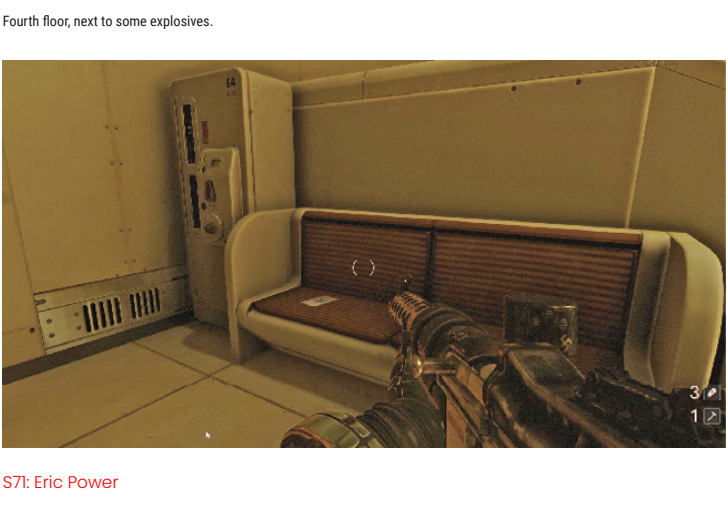
S69: Dan Roberts

Ground floor, on a desk in the garage.



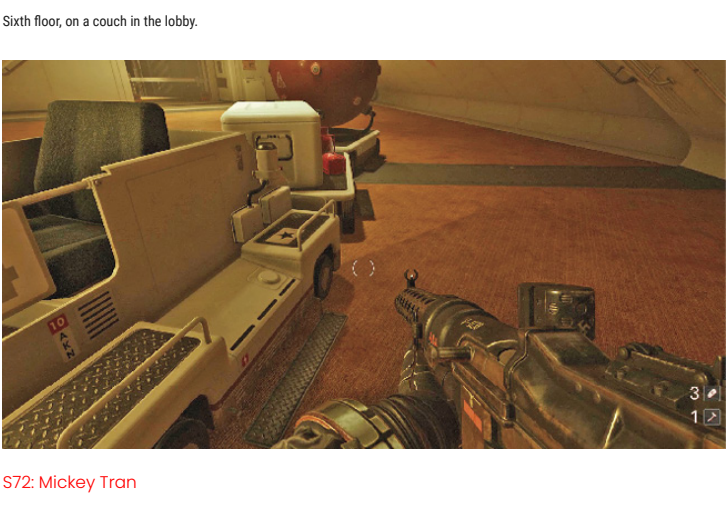
S70: Nick Fog

Fourth floor, next to some explosives.



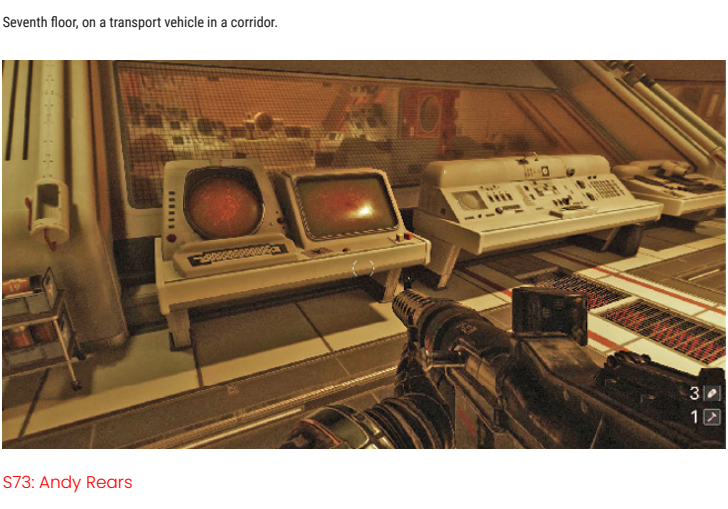
S71: Eric Power

Sixth floor, on a couch in the lobby.



S72: Mickey Tran

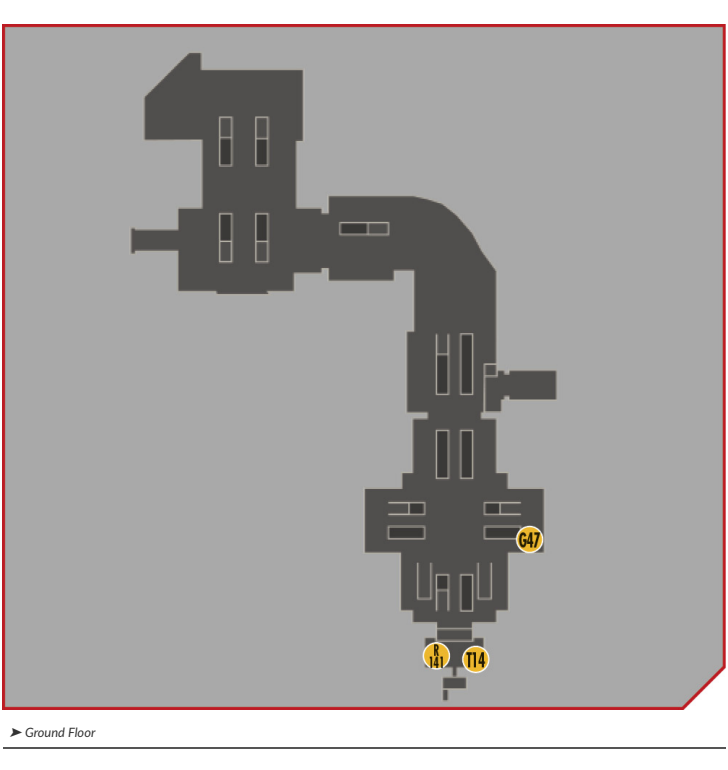
Seventh floor, on a transport vehicle in a corridor.



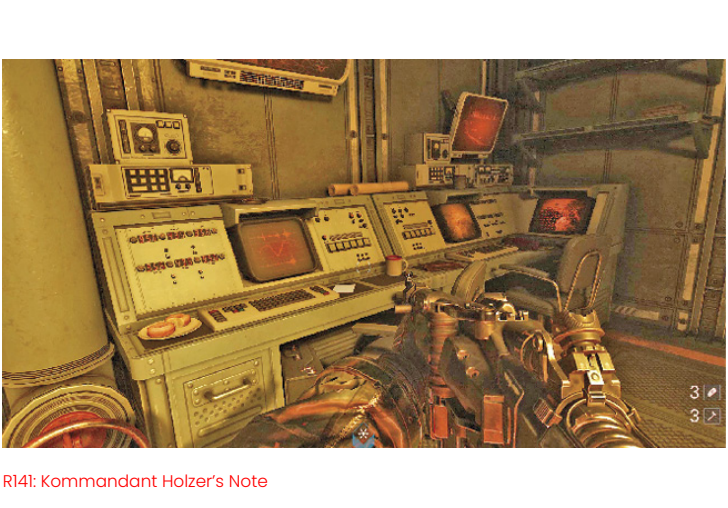
S73: Andy Rears

Eighth floor, in the central Oberkommando control room, on a console.

ÜBERKOMMANDANT MISSION: VENUS TRANSPORTHALLE

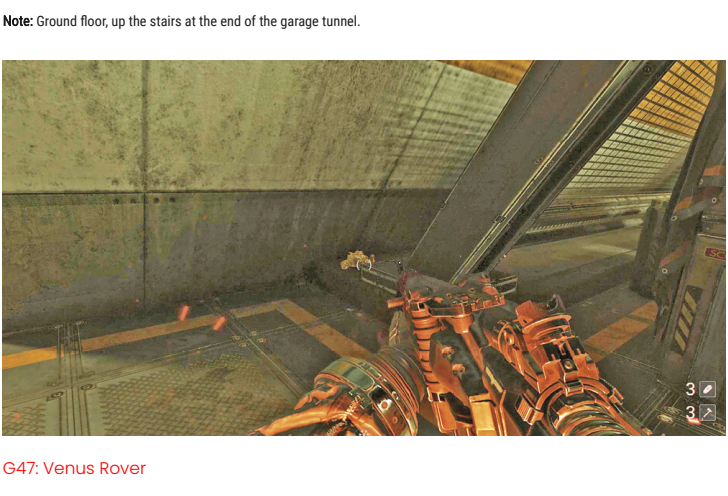


➤ Ground Floor



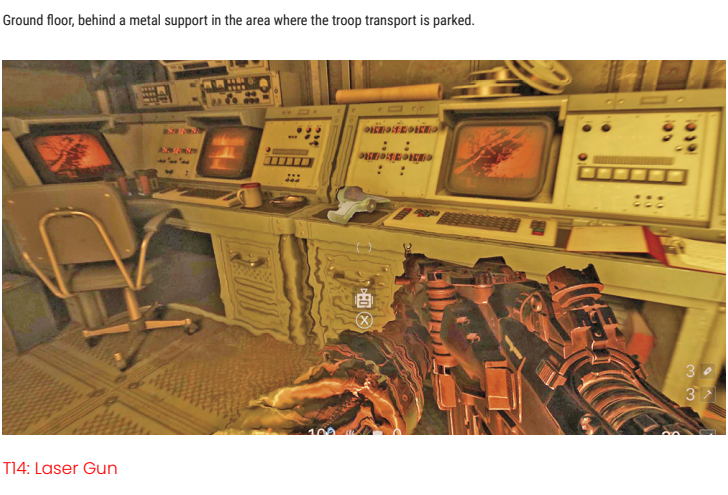
R141: Kommandant Holzer's Note

Note: Ground floor, up the stairs at the end of the garage tunnel.



G47: Venus Rover

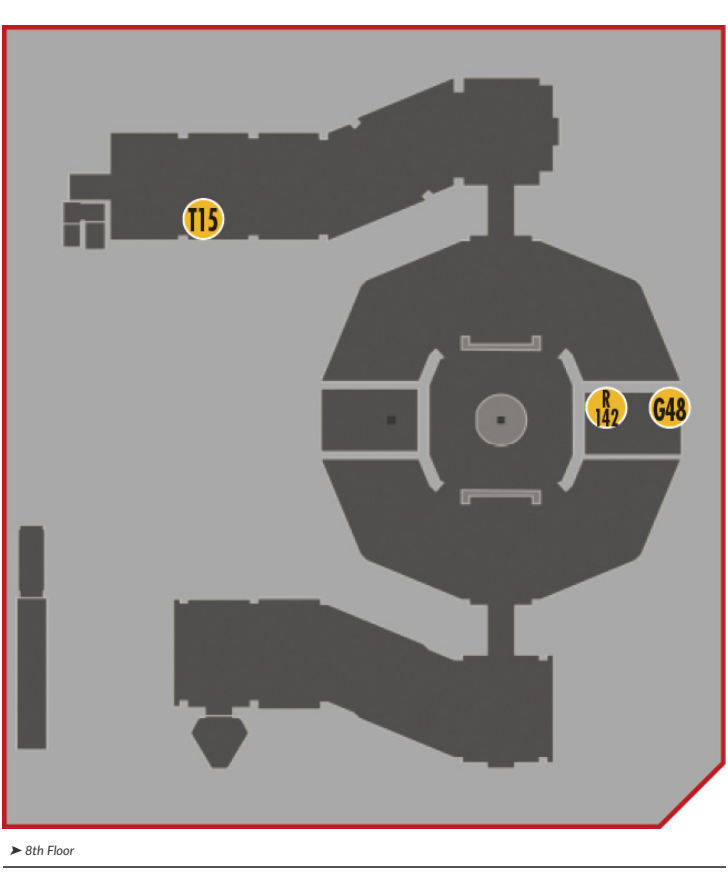
Ground floor, behind a metal support in the area where the troop transport is parked.



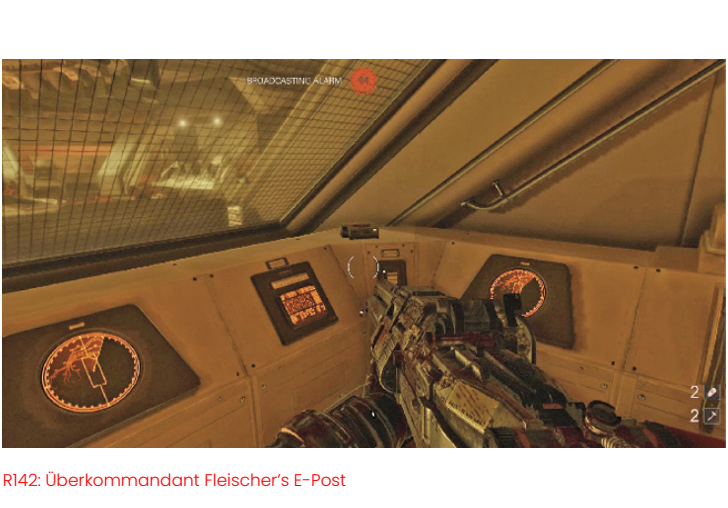
T14: Laser Gun

Ground floor, in the control room at the end of the garage.

ÜBERKOMMANDANT MISSION: VENUS OBERKOMMANDO

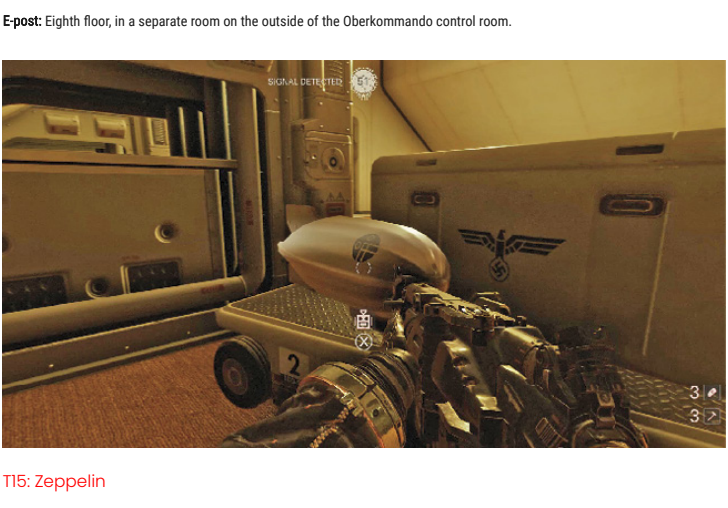


➤ 8th Floor



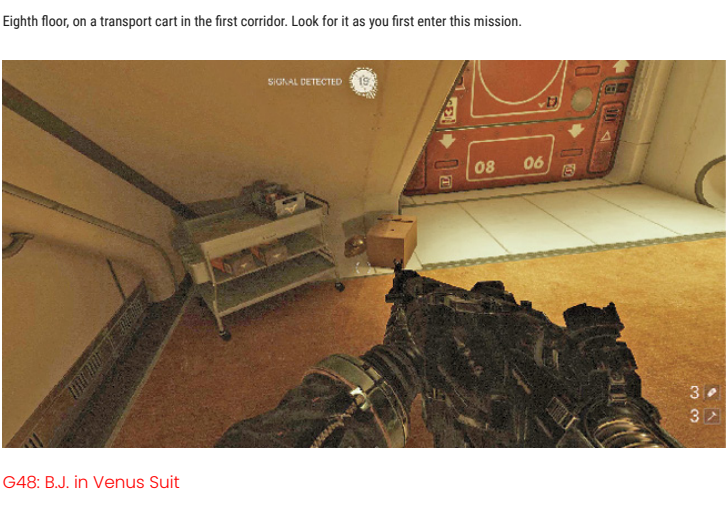
R142: Überkommandant Fleischer's E-Post

E-post: Eighth floor, in a separate room on the outside of the Oberkommando control room.



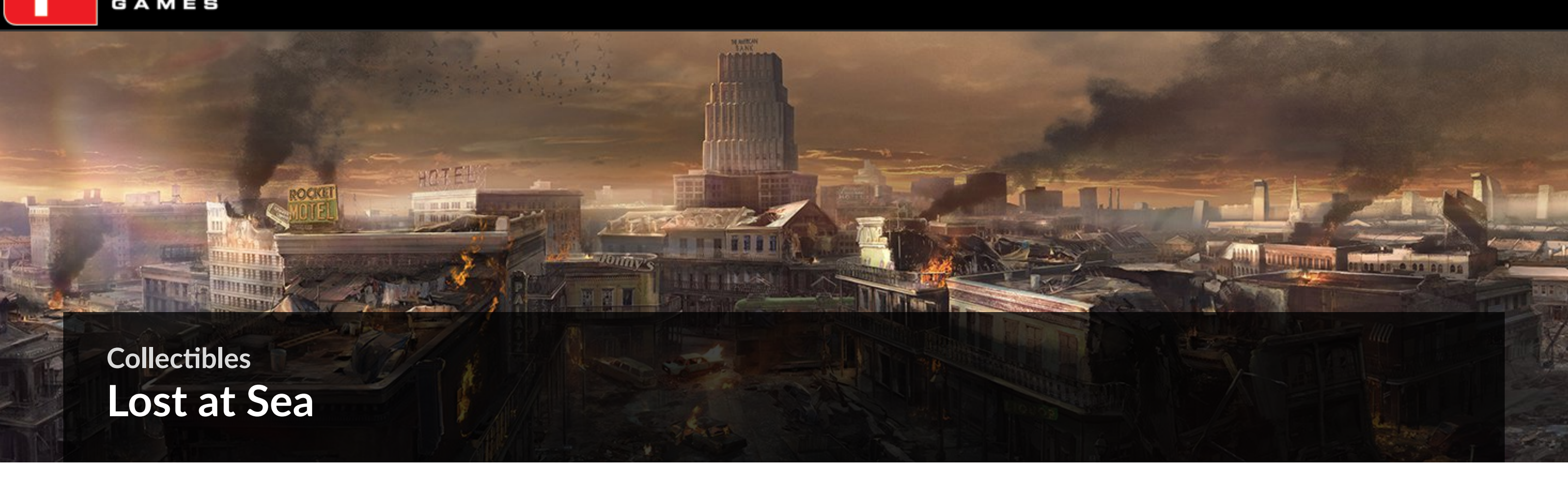
T15: Zeppelin

Eighth floor, on a transport cart in the first corridor. Look for it as you first enter this mission.



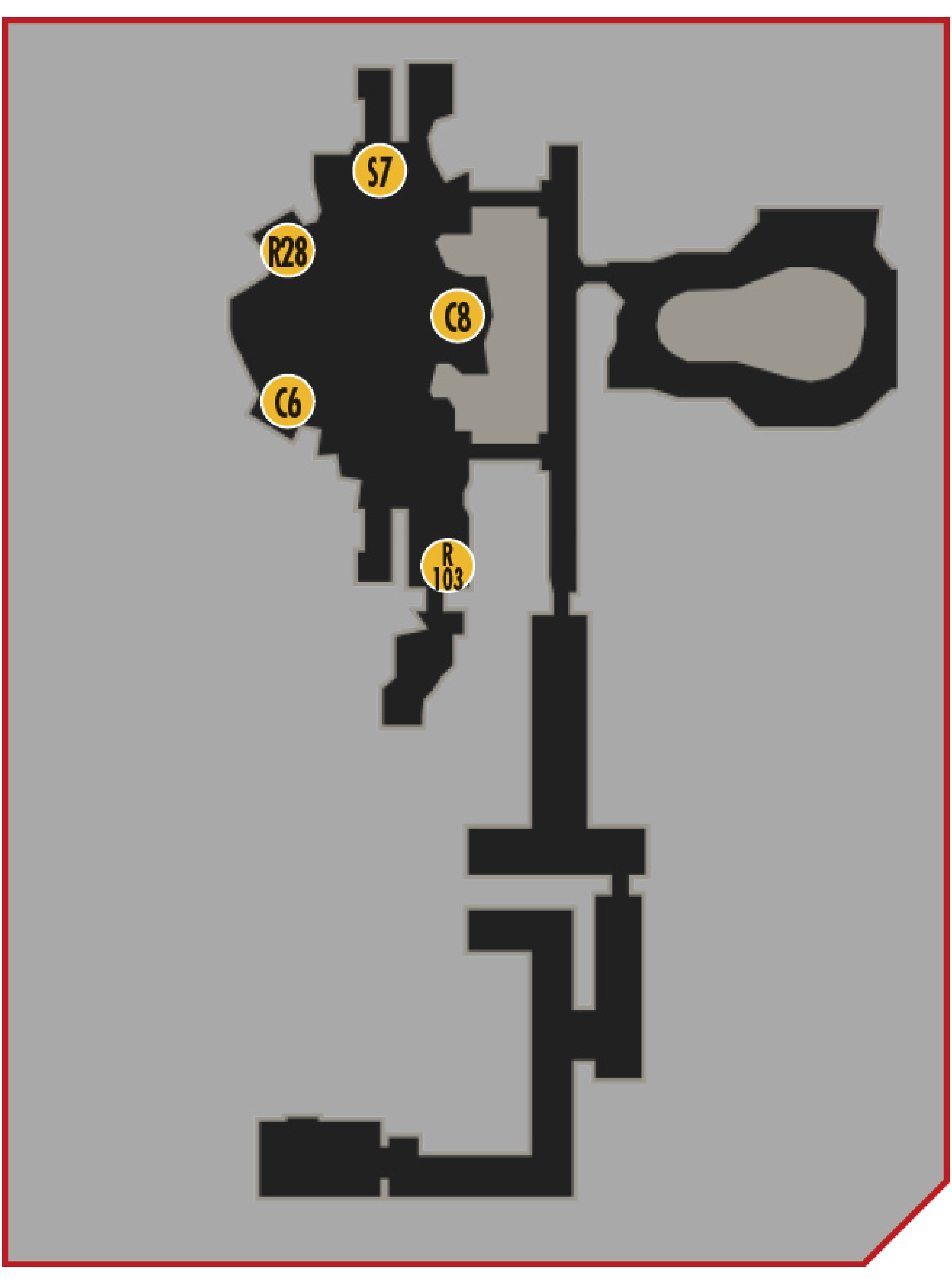
G48: B.J. in Venus Suit

Eighth floor, in a separate room on the outside of the Oberkommando control room.

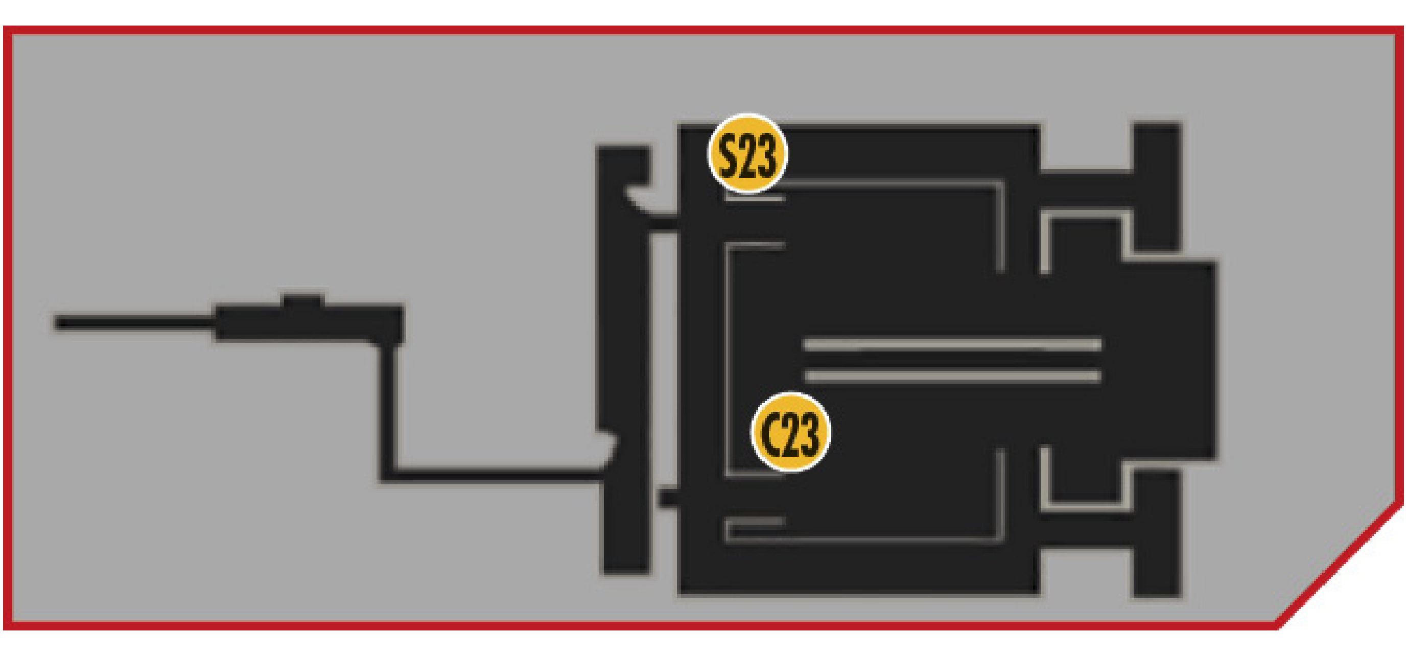


HOME AGAIN

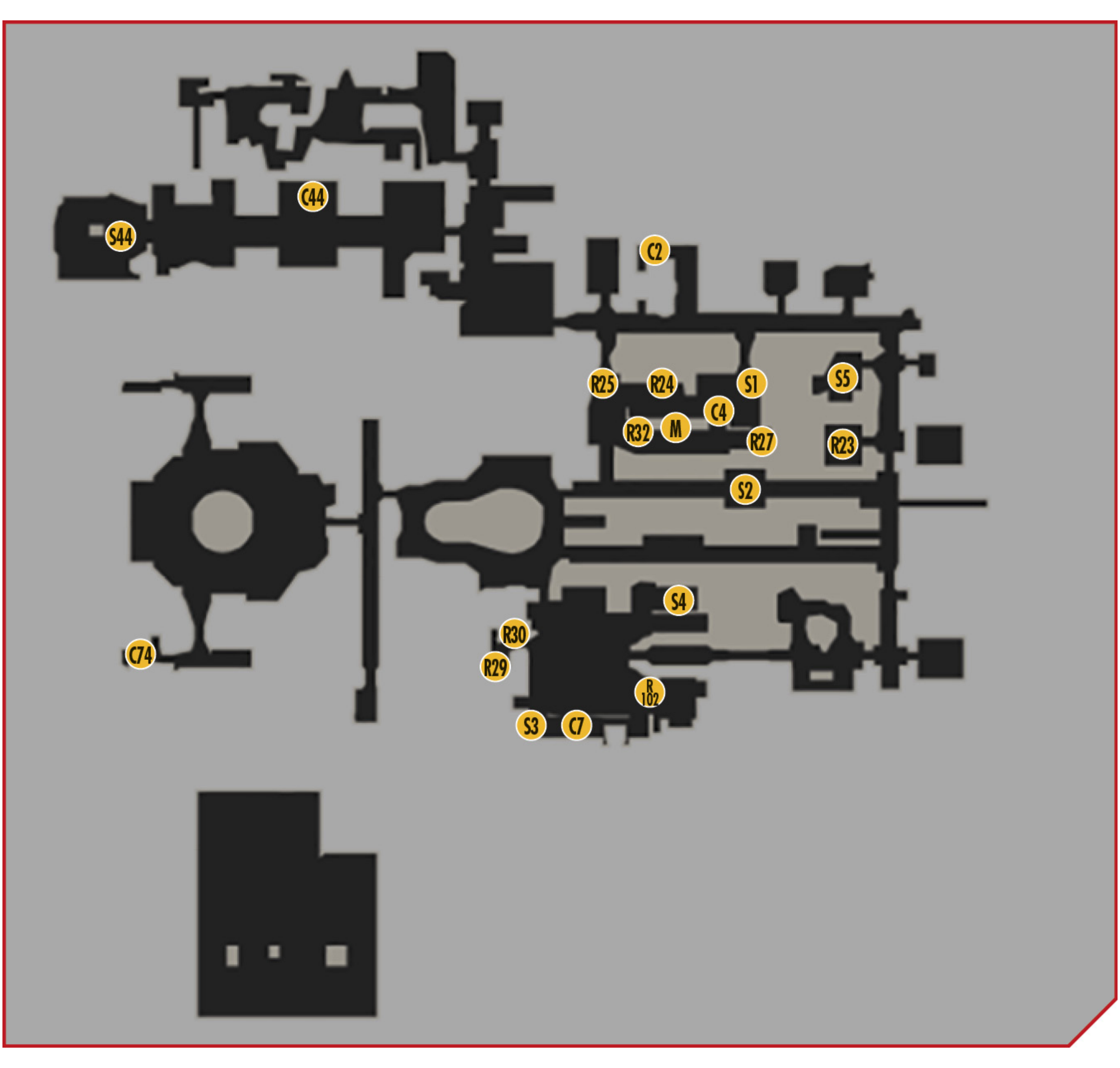
Look for these newly available Collectibles when you get back to *Evas Hammer*.


S7
R28
C8
C6
R
103

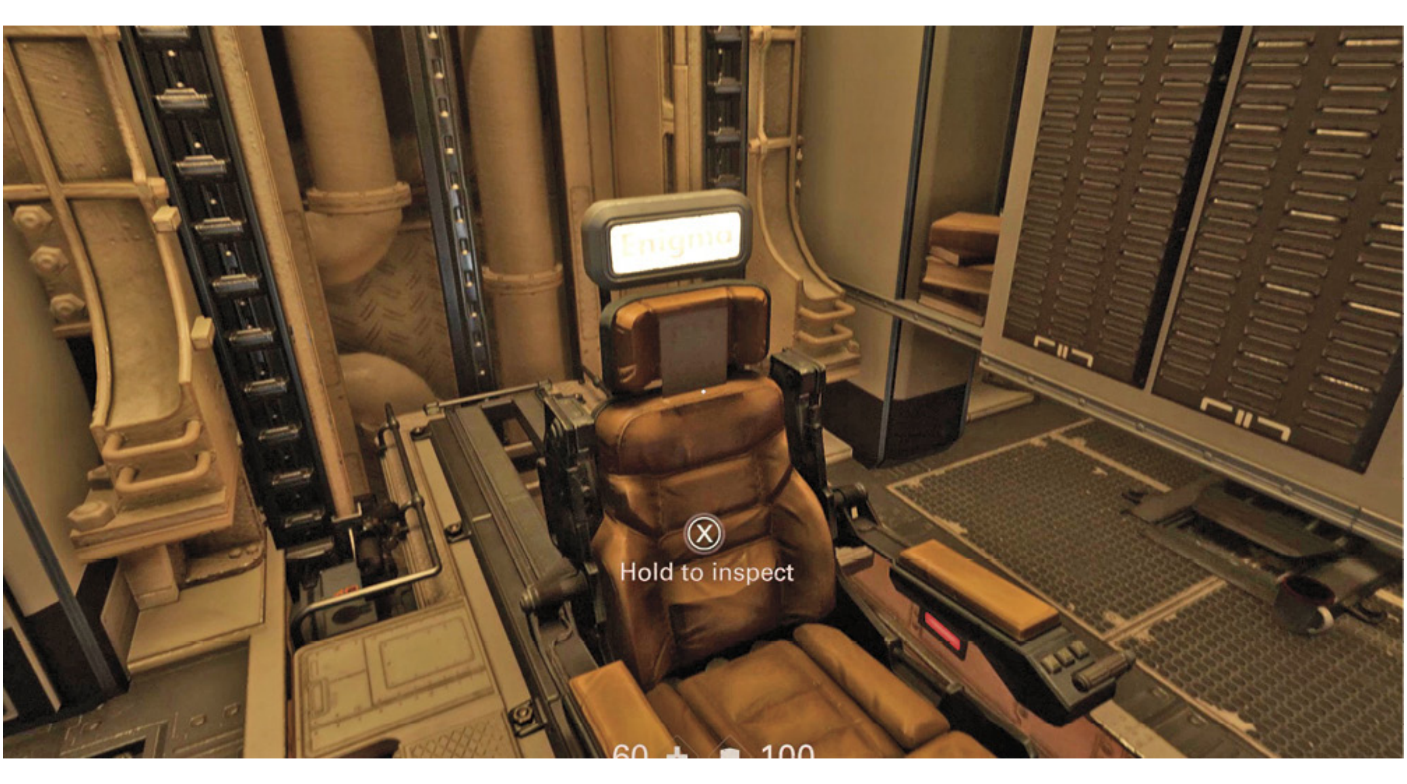
➤ *1st Floor*



➤ *2nd Floor*

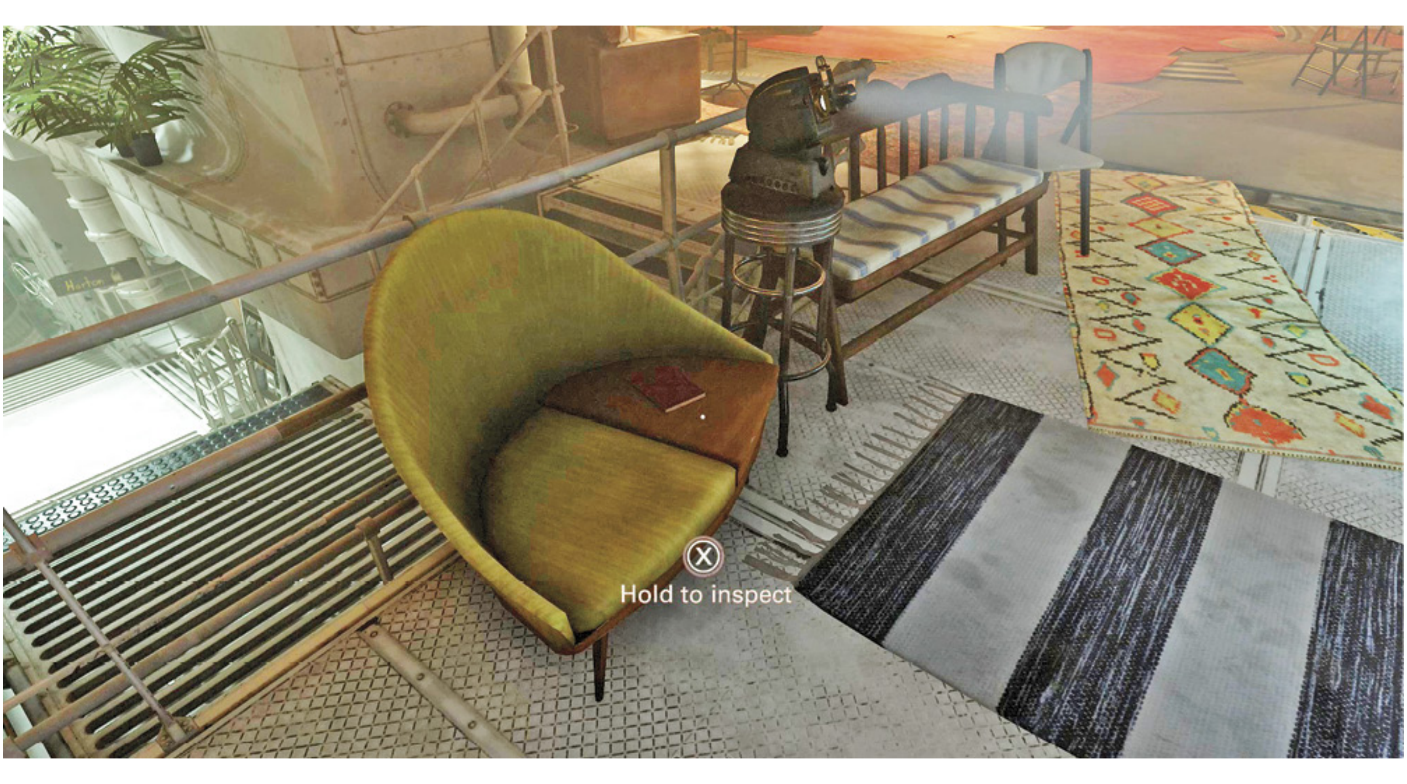

C44
S44
C2
R25
R24
S1
S5
C4
R32
M
R27
R23
S2
S4
R30
R29
R
102
S3
C7
C74

➤ *Ground Floor*


Hold to inspect

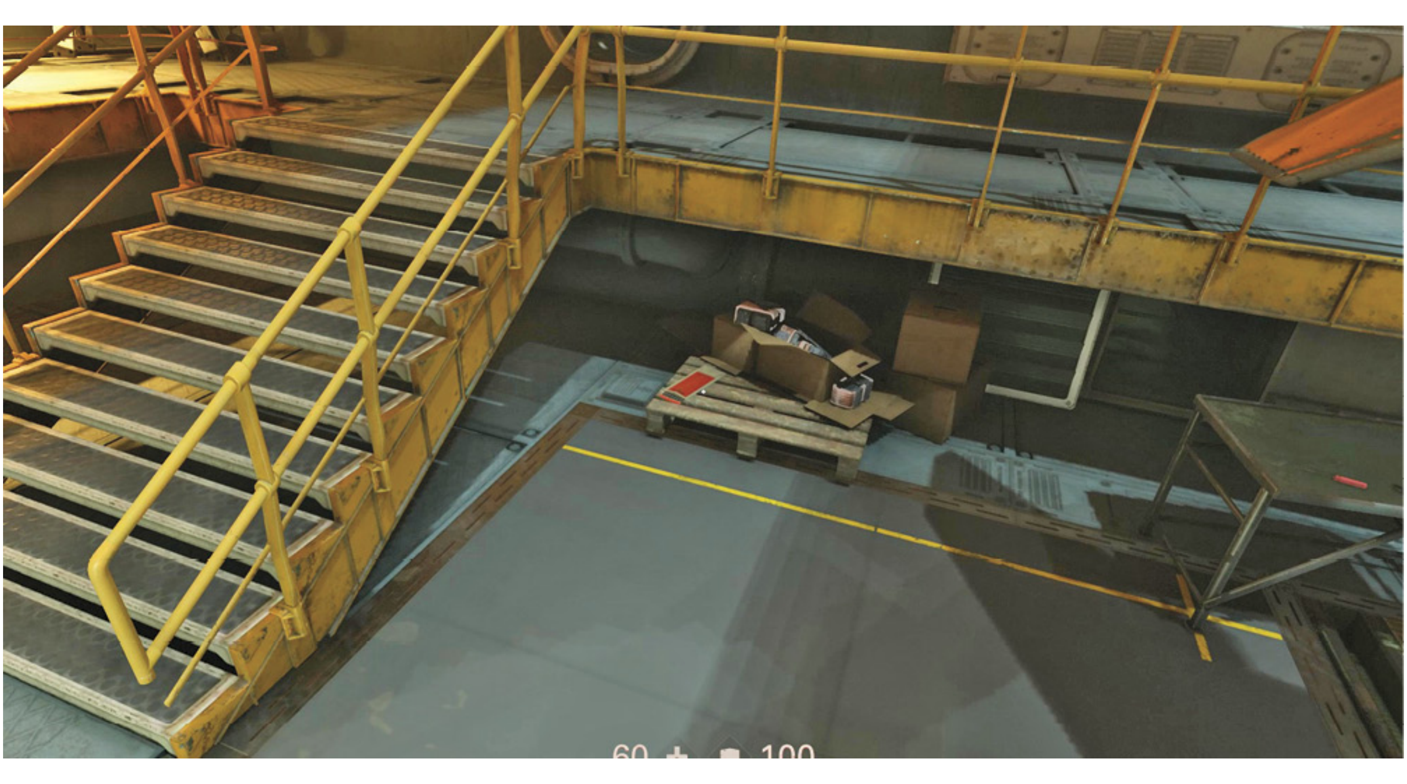
R102: Grace's Enigma Machine Note

Note: Ground floor, in the helm, on the seat of the Enigma Machine.


Hold to inspect

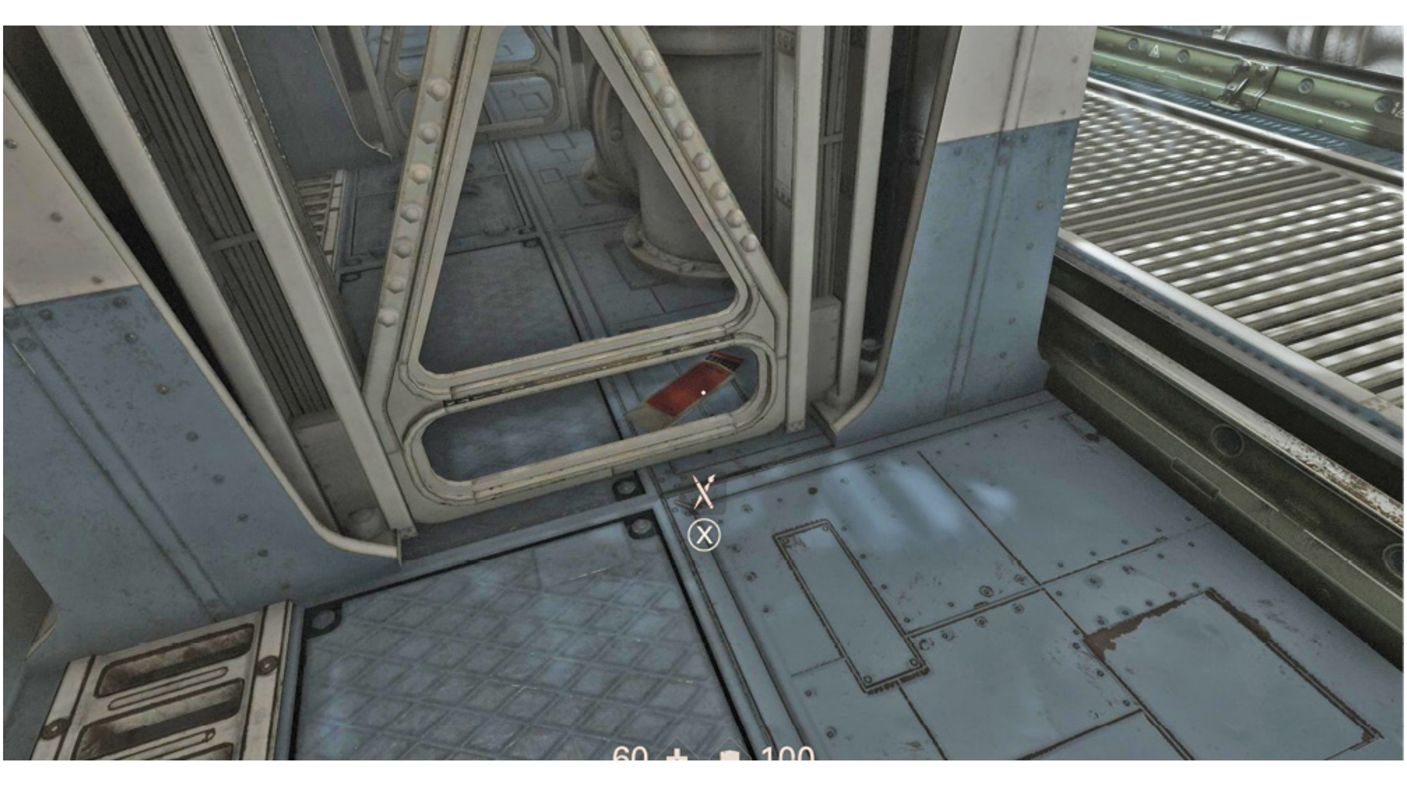
R103: BRF Rebel Connie's Journal

Journal: First floor, in Club Kreisau, on a chair next to a projector in the corner.



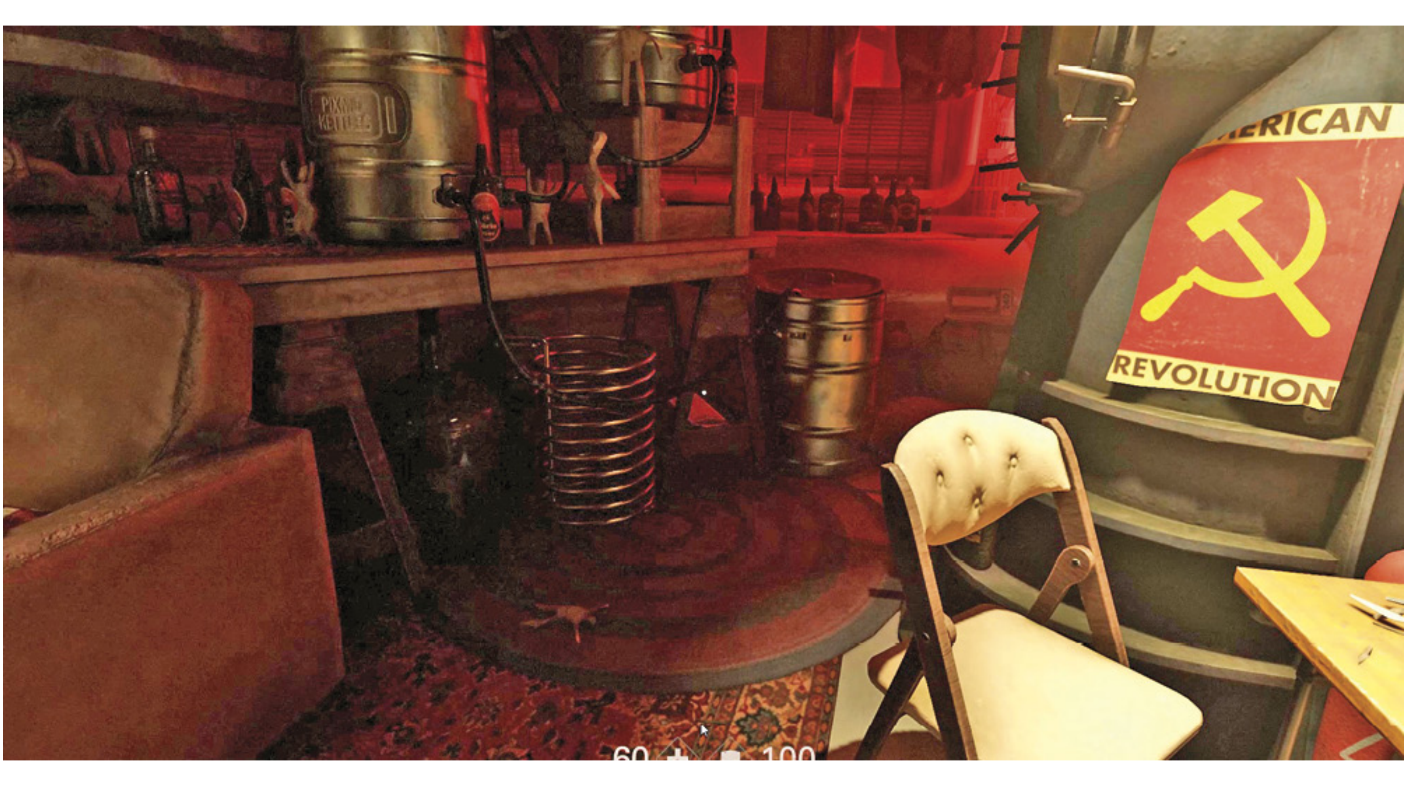
C23: Section F Nuke Storage

Second floor, in the hangar near the steps.



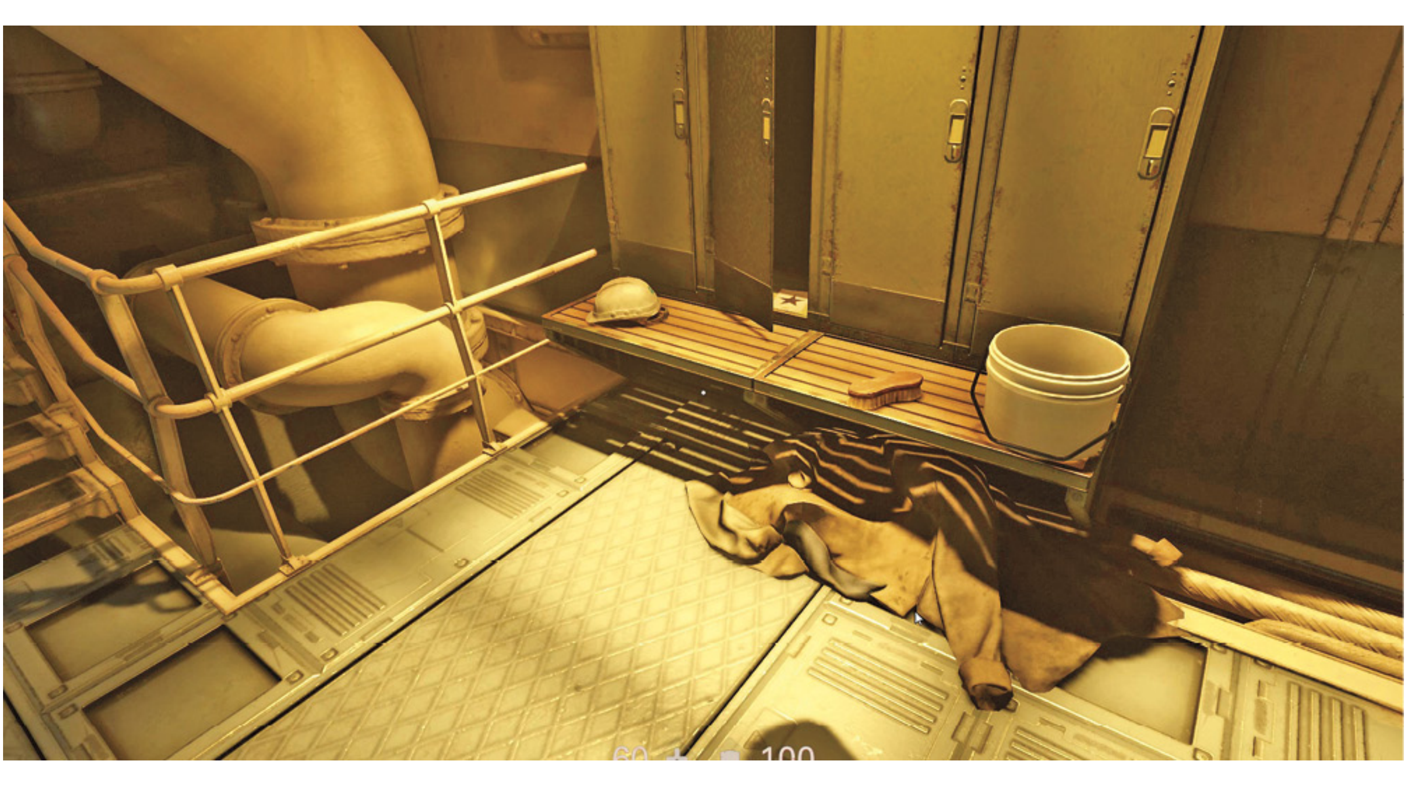
C44: Trial and Execution

Ground floor, in the room where you tested out the contraptions.



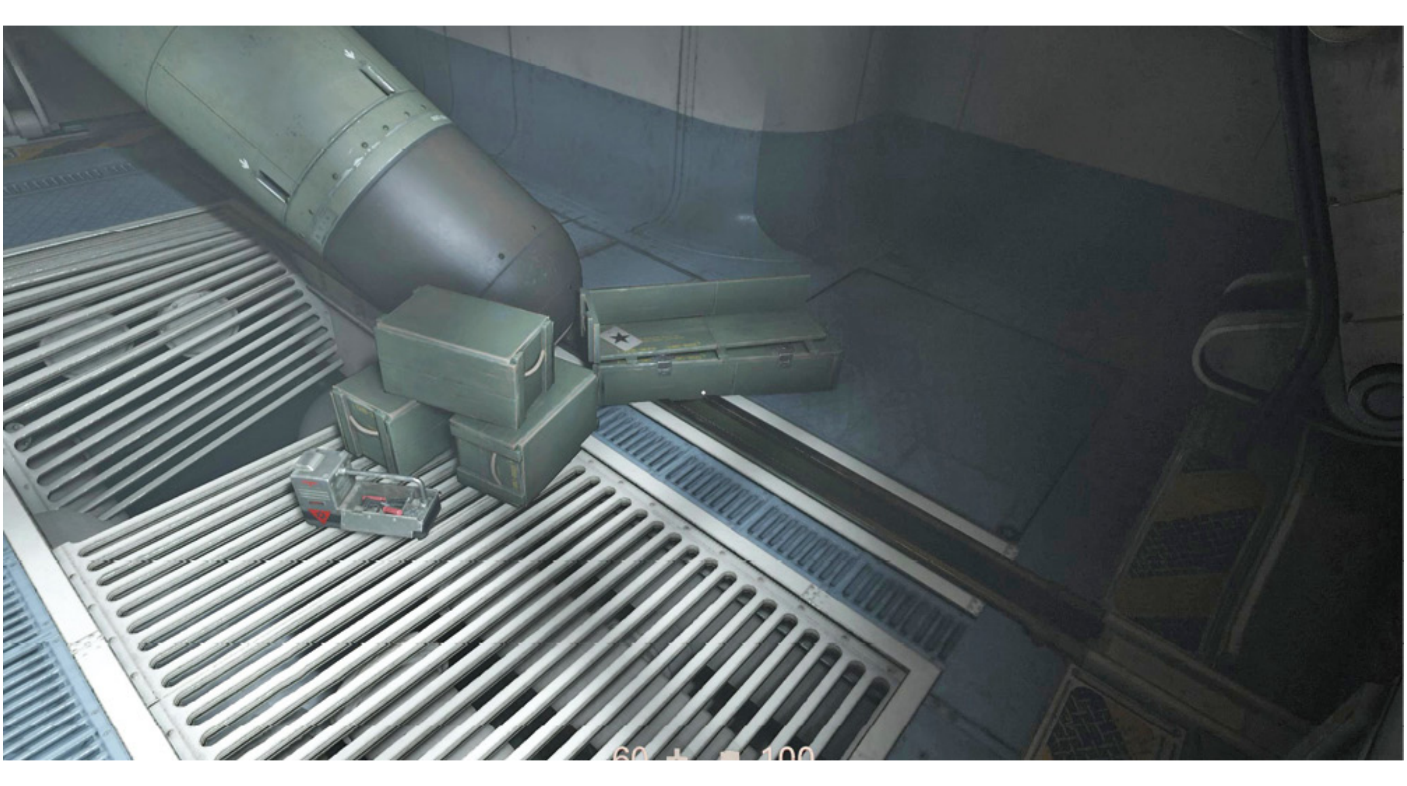
C74: *Evas Hammer* Interiors

Ground floor, in Horton's living quarters.



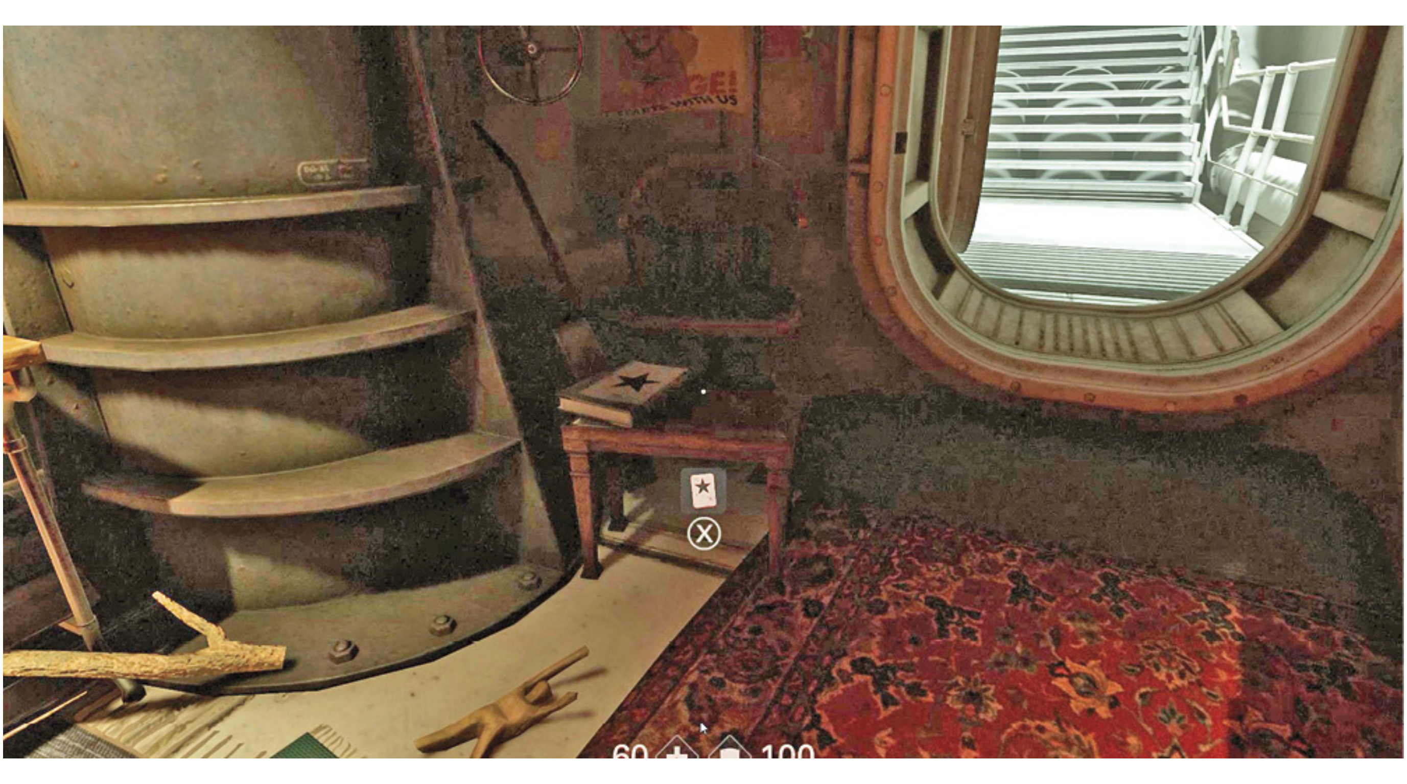
S23: Bryan Felt

Second floor, inside a locker in the hangar.



S44: Miles Lamburt

Ground floor, at the exit of the contraption training area, next to where you must drop into a duct.



S74: Don Laffy

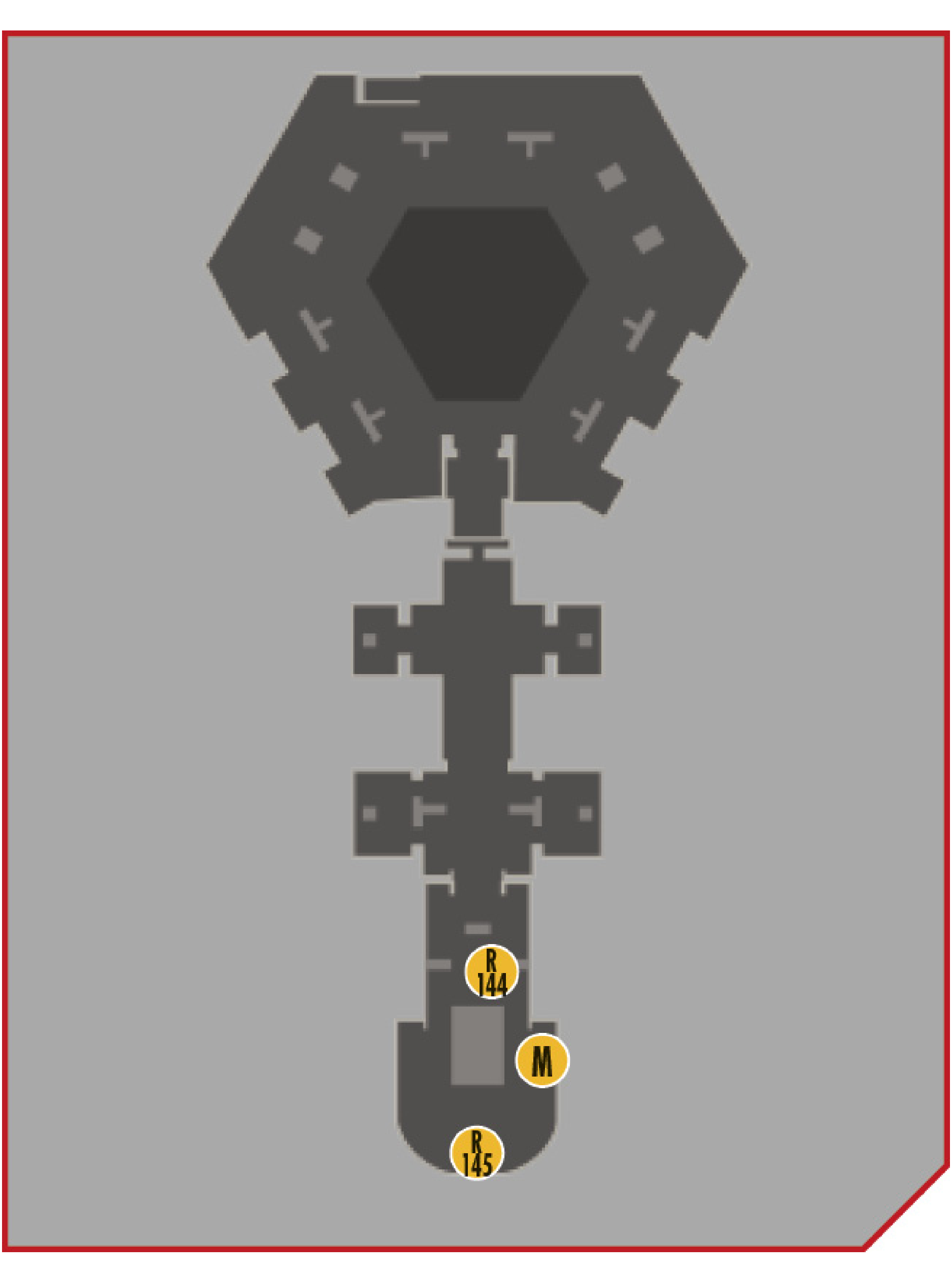
Ground floor, in Horton's living quarters.

Collectibles

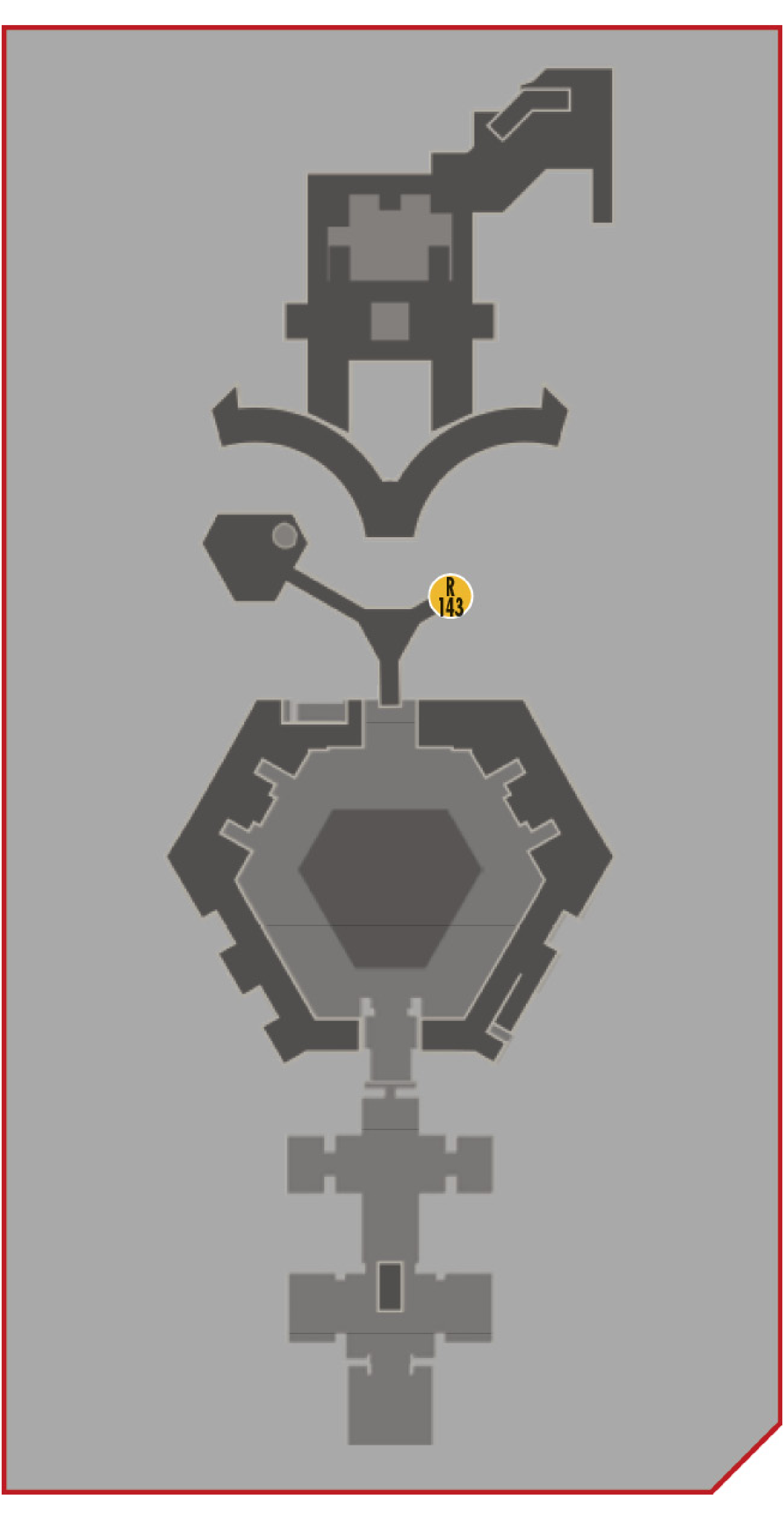
The Ausmerzer

THE FINALE

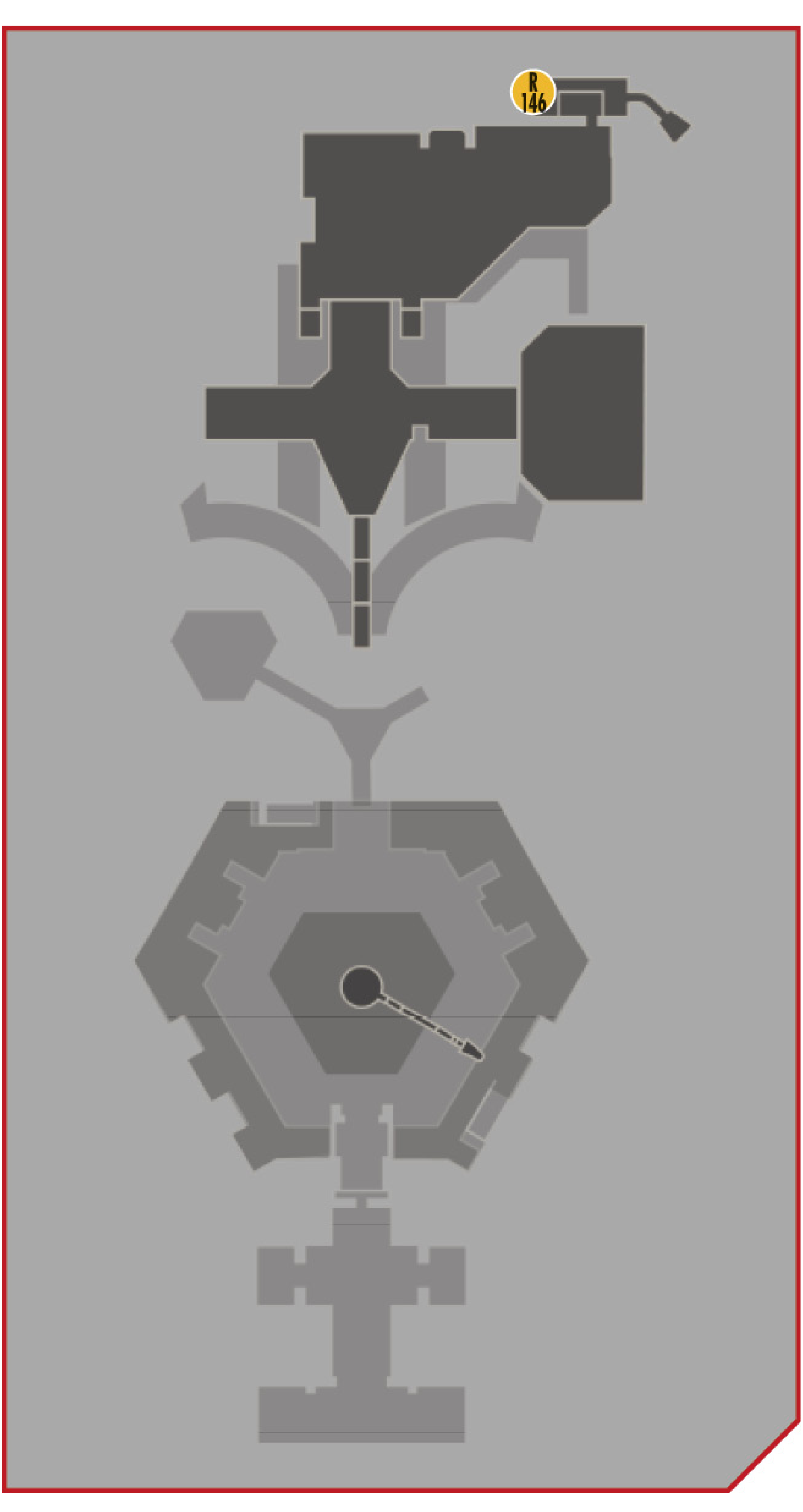
During the attack to take control of the *Ausmerzer*, watch for these Collectibles.



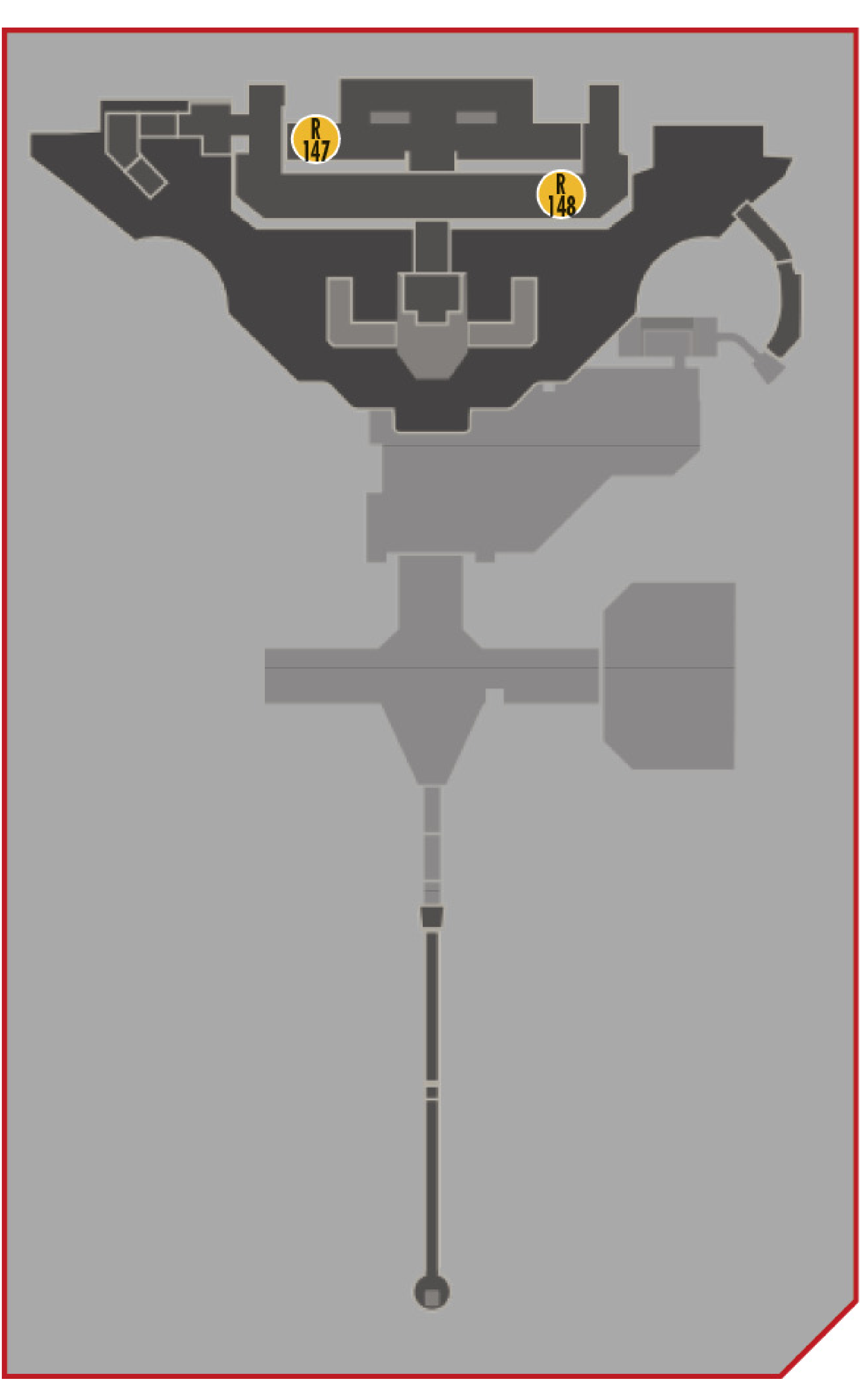
➤ *Level 5*



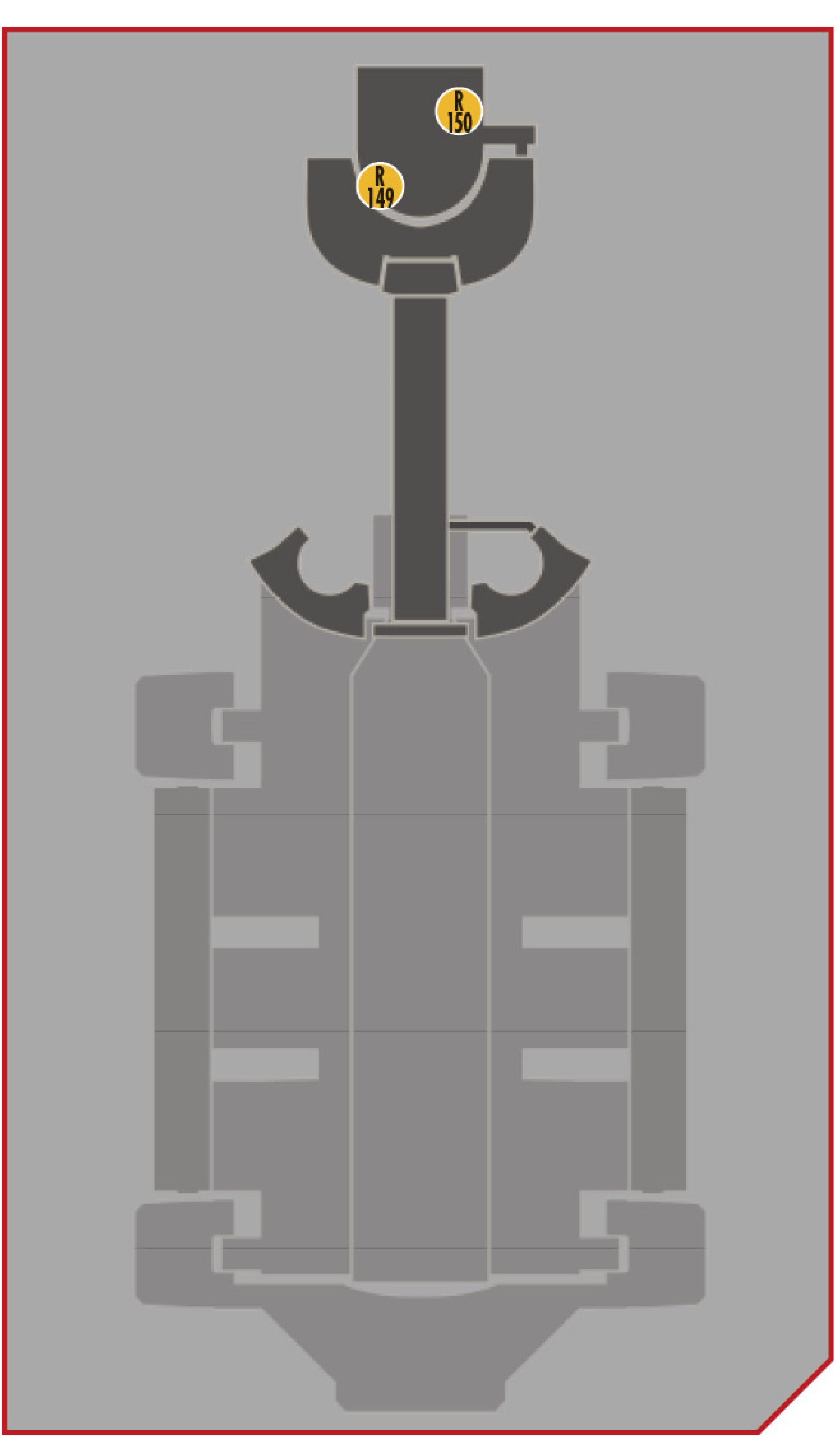
➤ *Level 6*



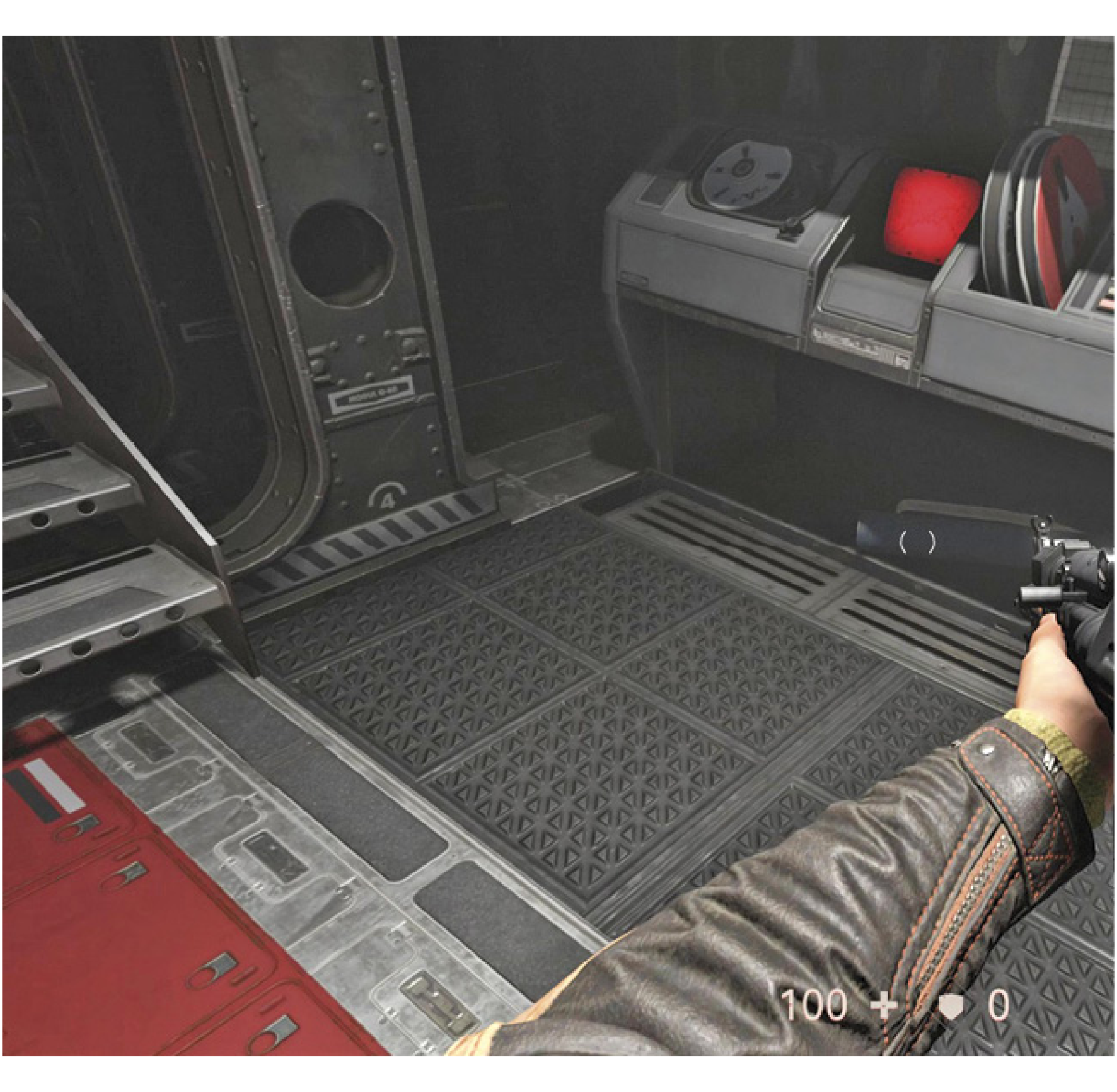
➤ *Level 7*



➤ *Level 8*

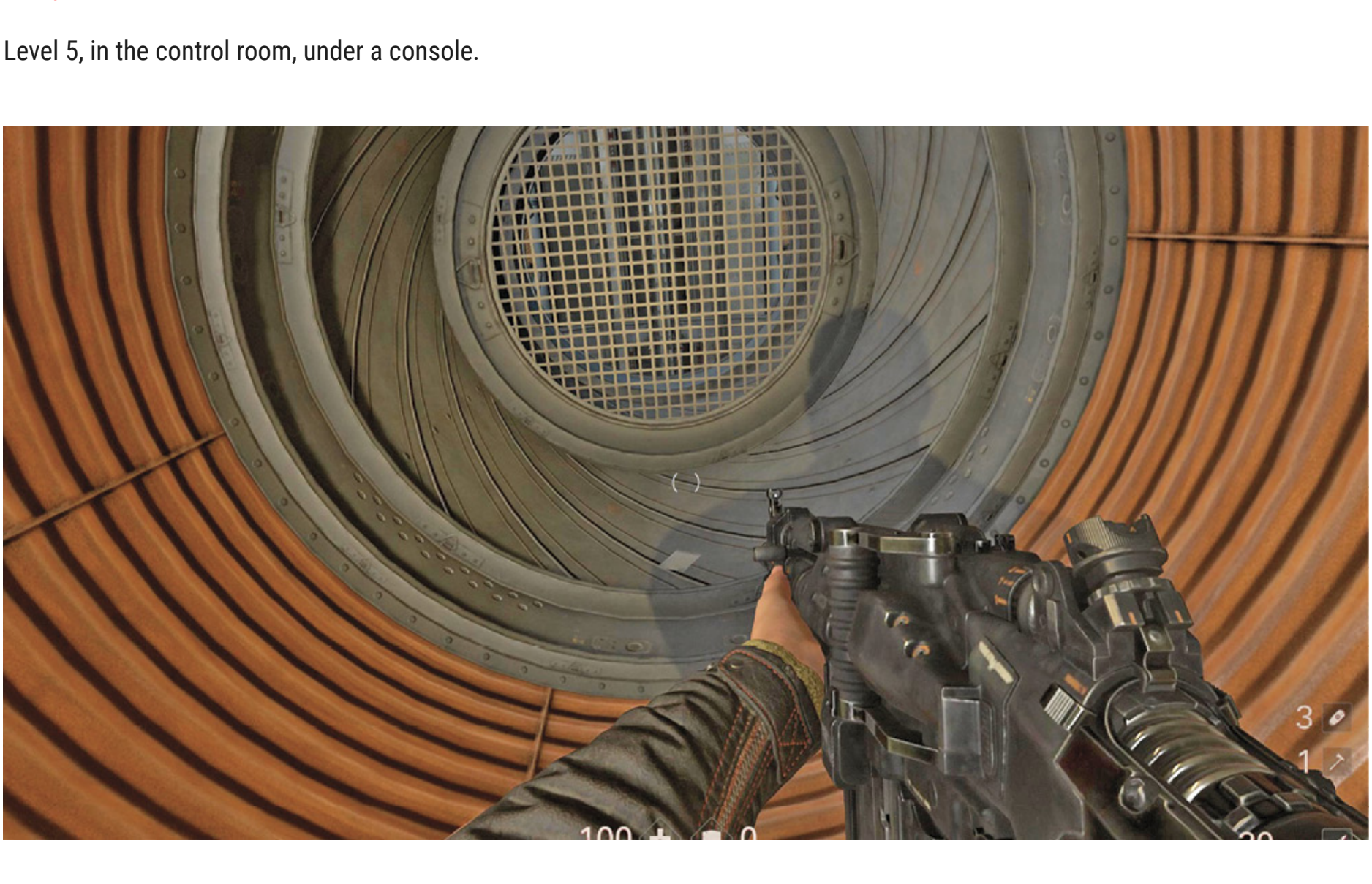


➤ *Level 11*



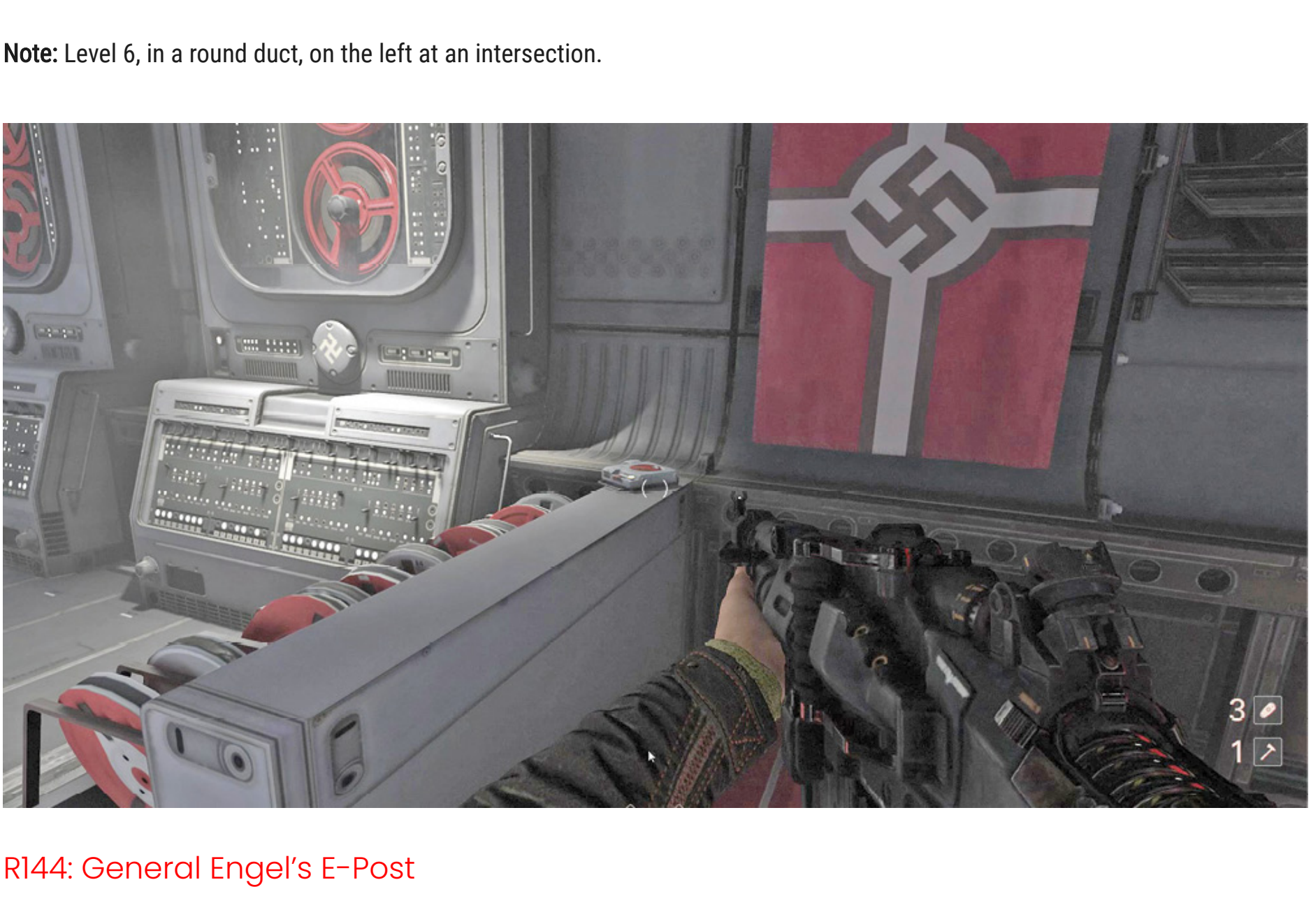
Map

Level 5, in the control room, under a console.



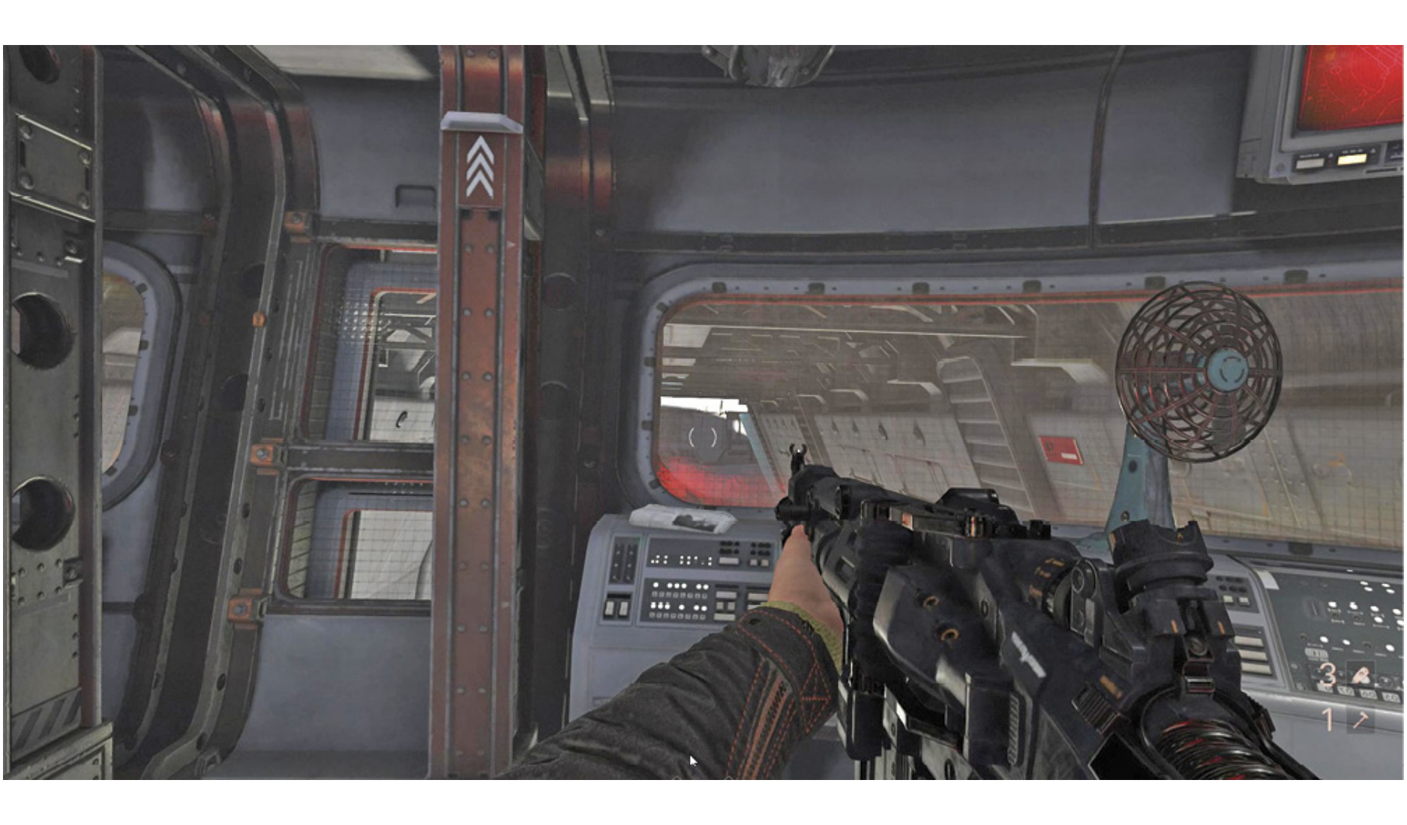
R143: Nazi Maintenance Worker's Note

Note: Level 6, in a round duct, on the left at an intersection.



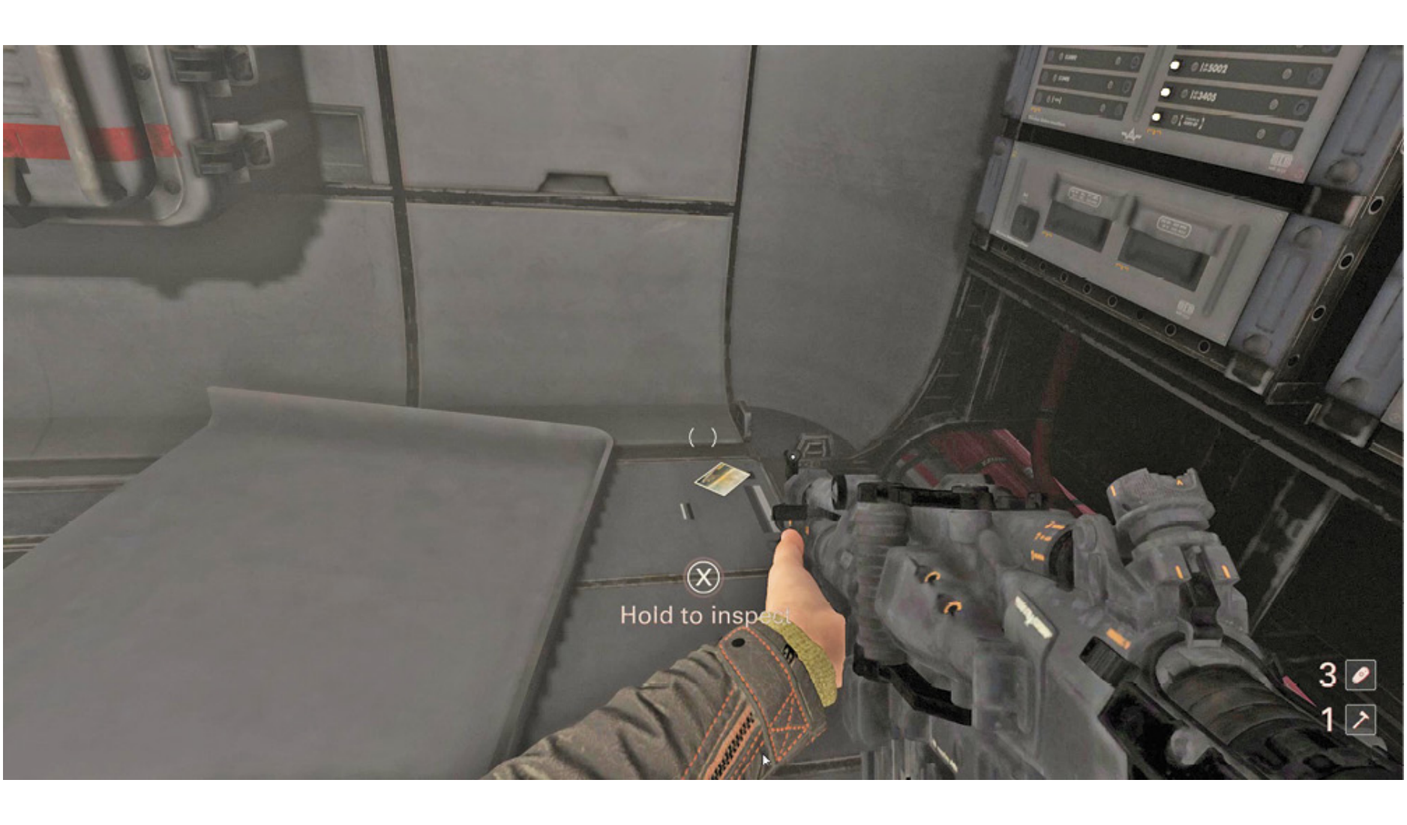
R144: General Engel's E-Post

E-post: Level 5, in the control room, near the map.



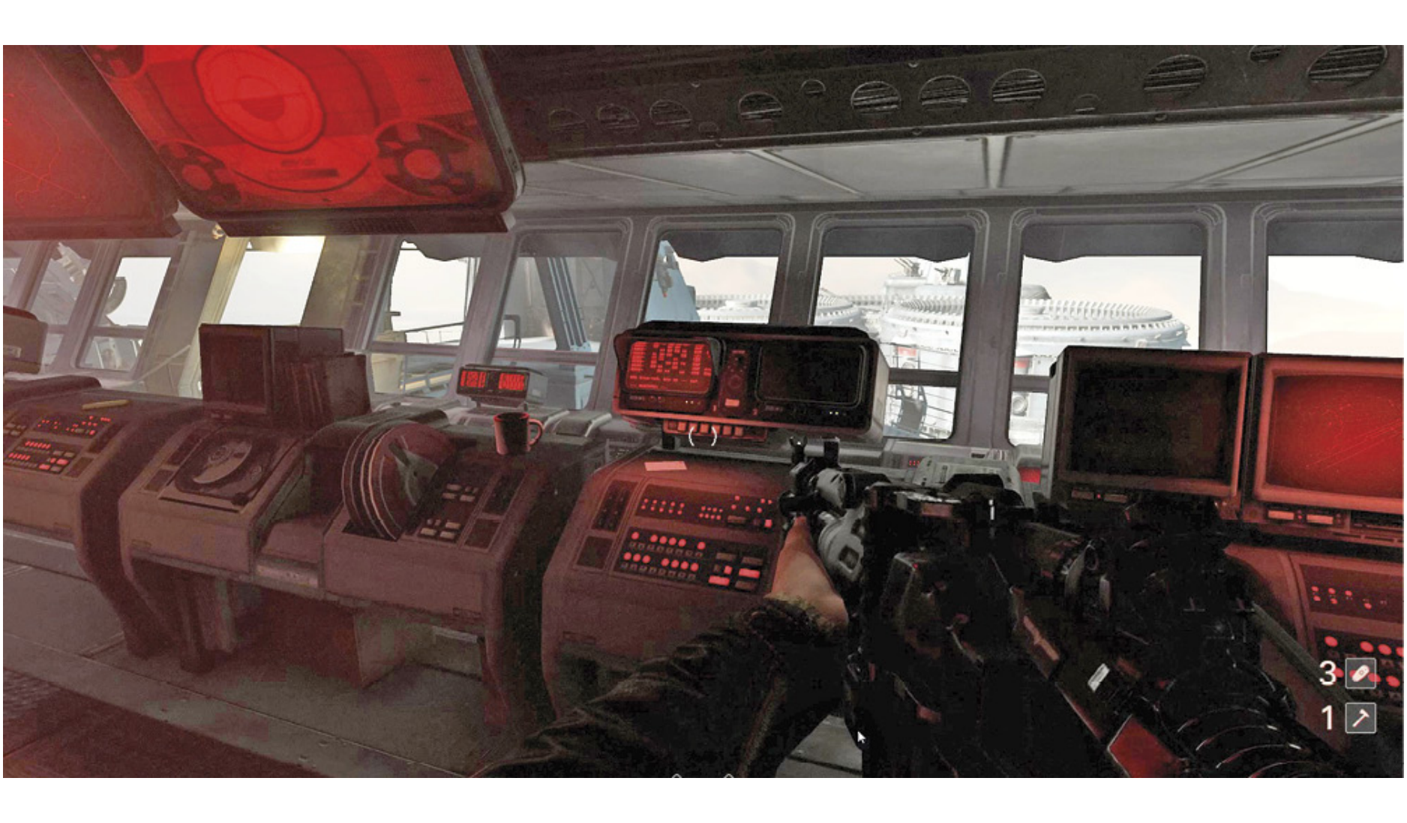
R145: "Elite Hans Comes to Life in New Adventure Books"

Newspaper: Level 5, on a console in the control room.



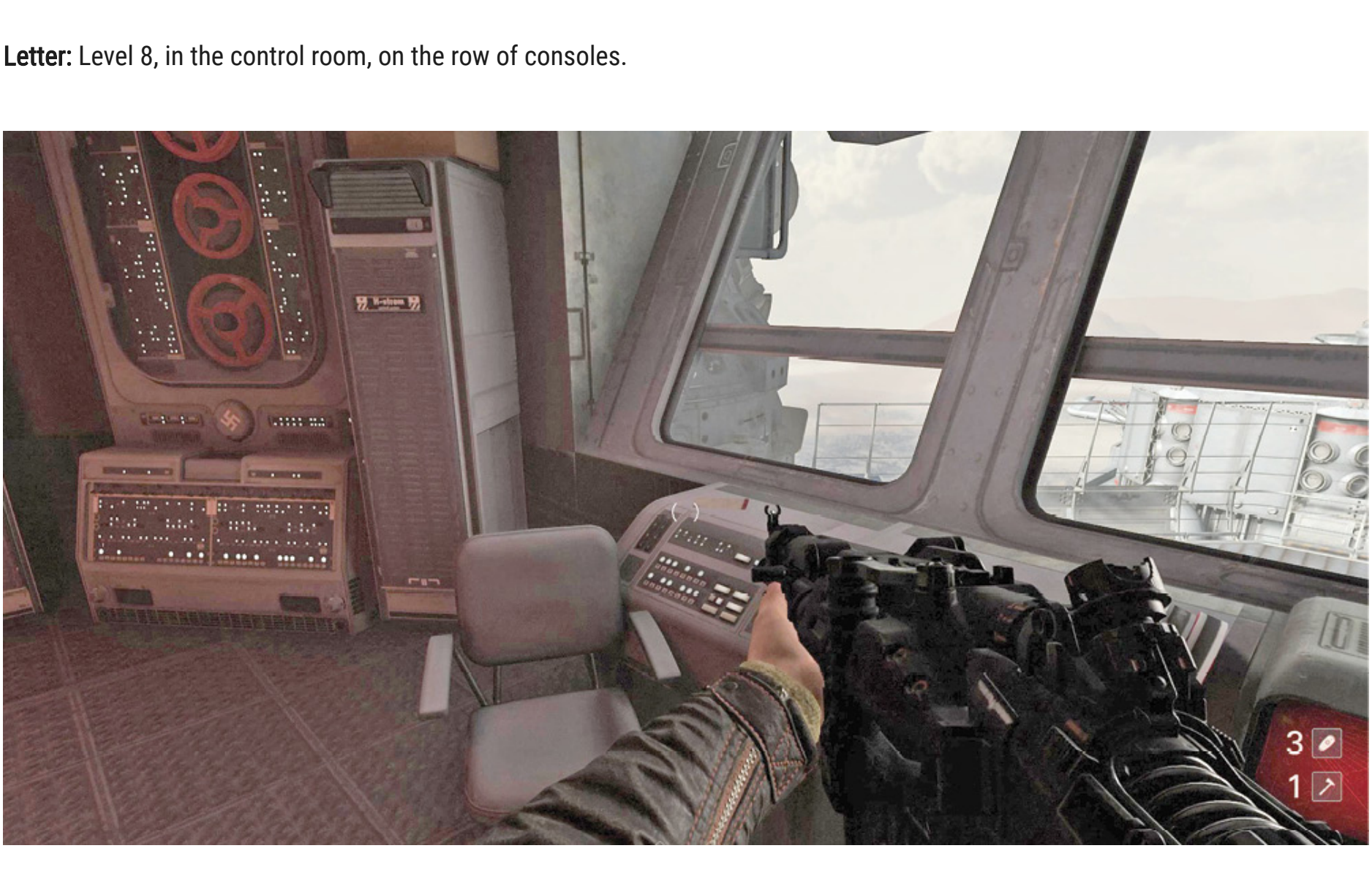
R146: Gunther's Postcard

PostCard: Level 7, after climbing up a ladder and before crawling through a duct.



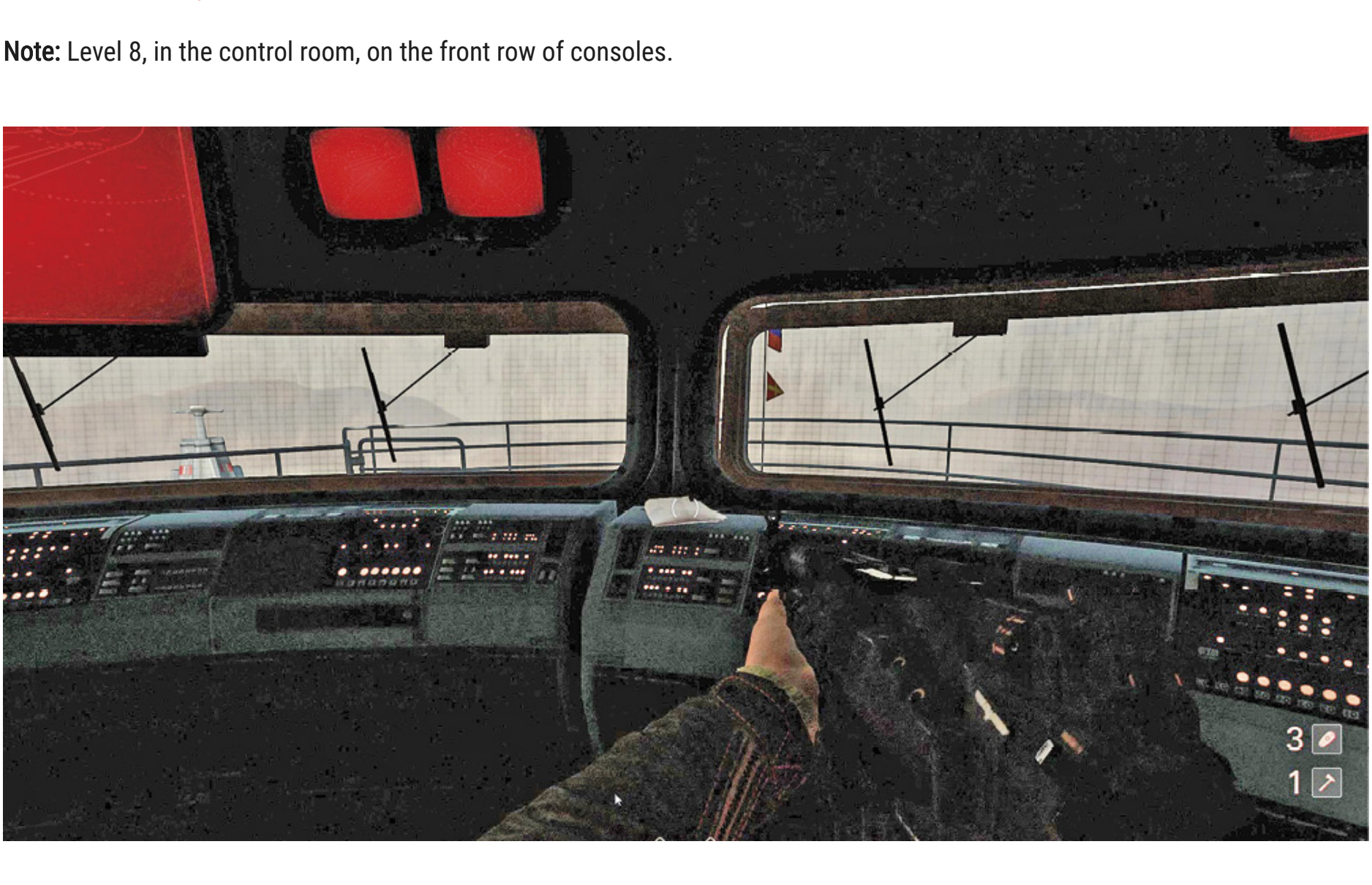
R147: Kommandant Klaus' Letter

Letter: Level 8, in the control room, on the row of consoles.



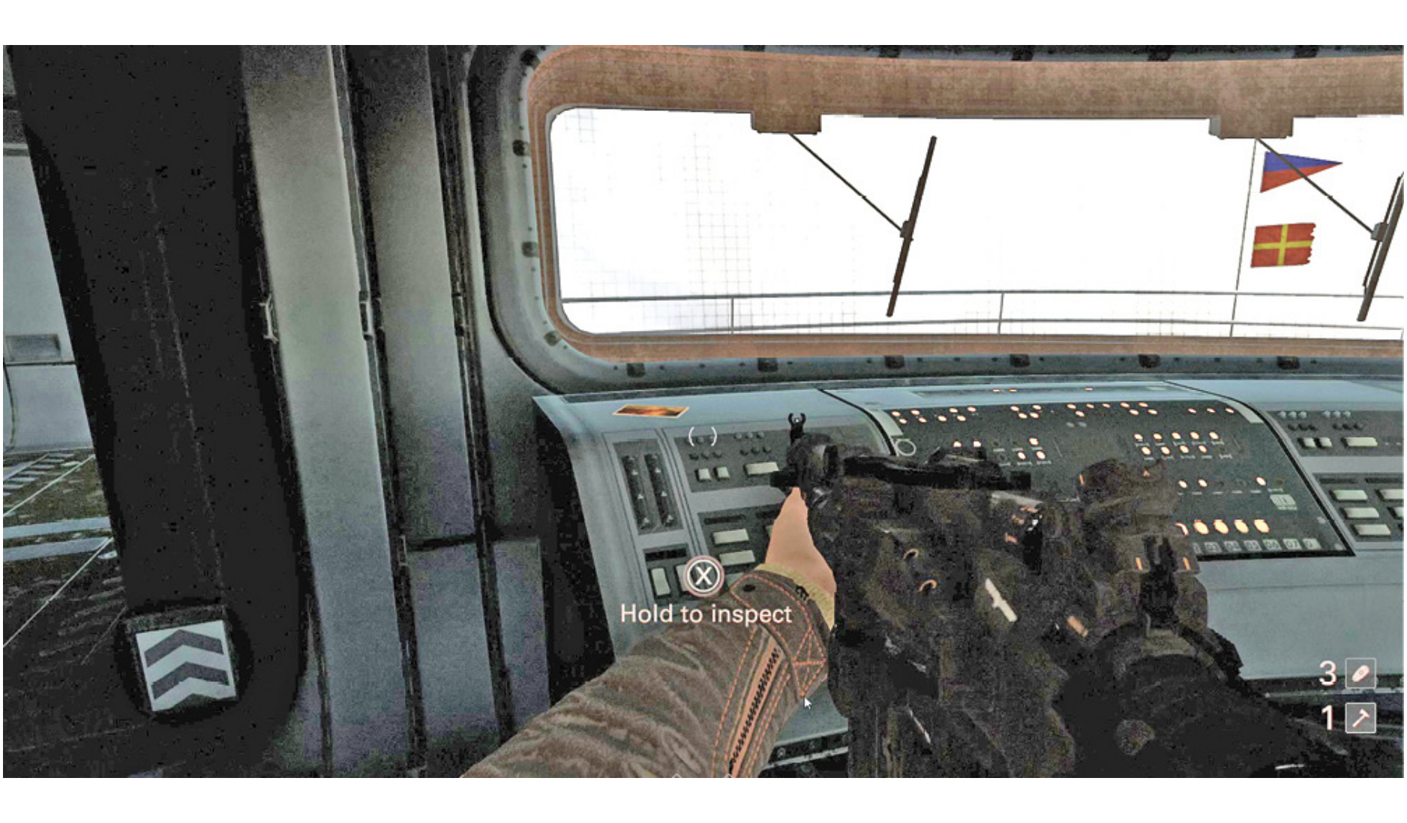
R148: Security Memo

Note: Level 8, in the control room, on the front row of consoles.



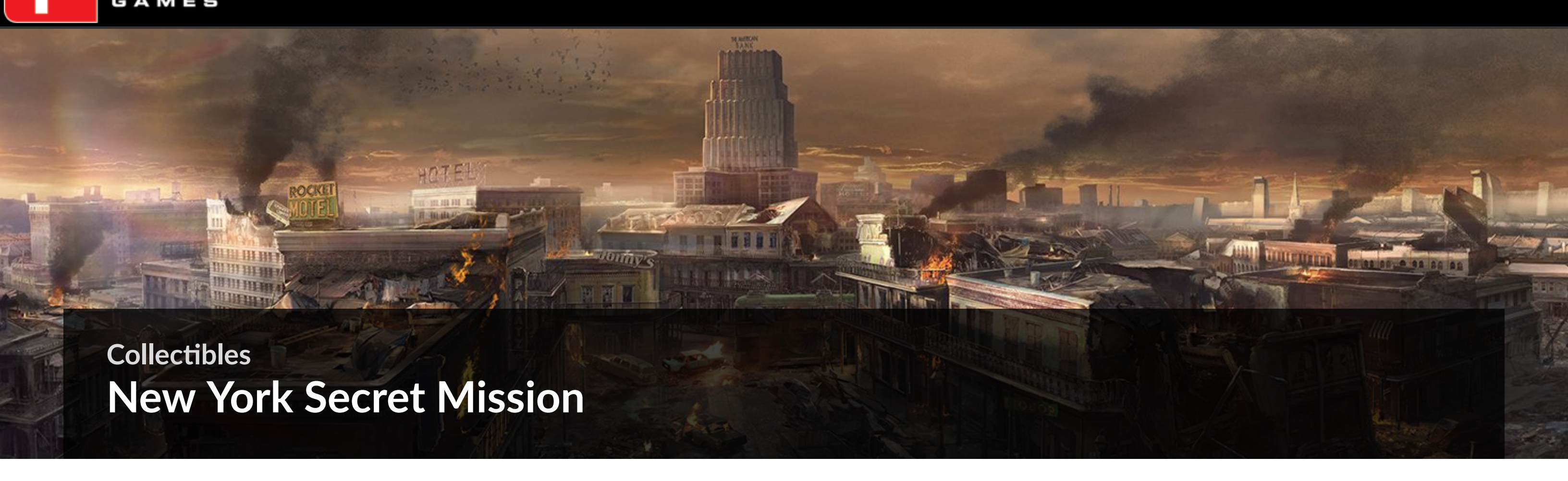
R149: "General Engel to Appear on 'The Jimmy Carver Show'"

Newspaper: Level 11, on the bridge.



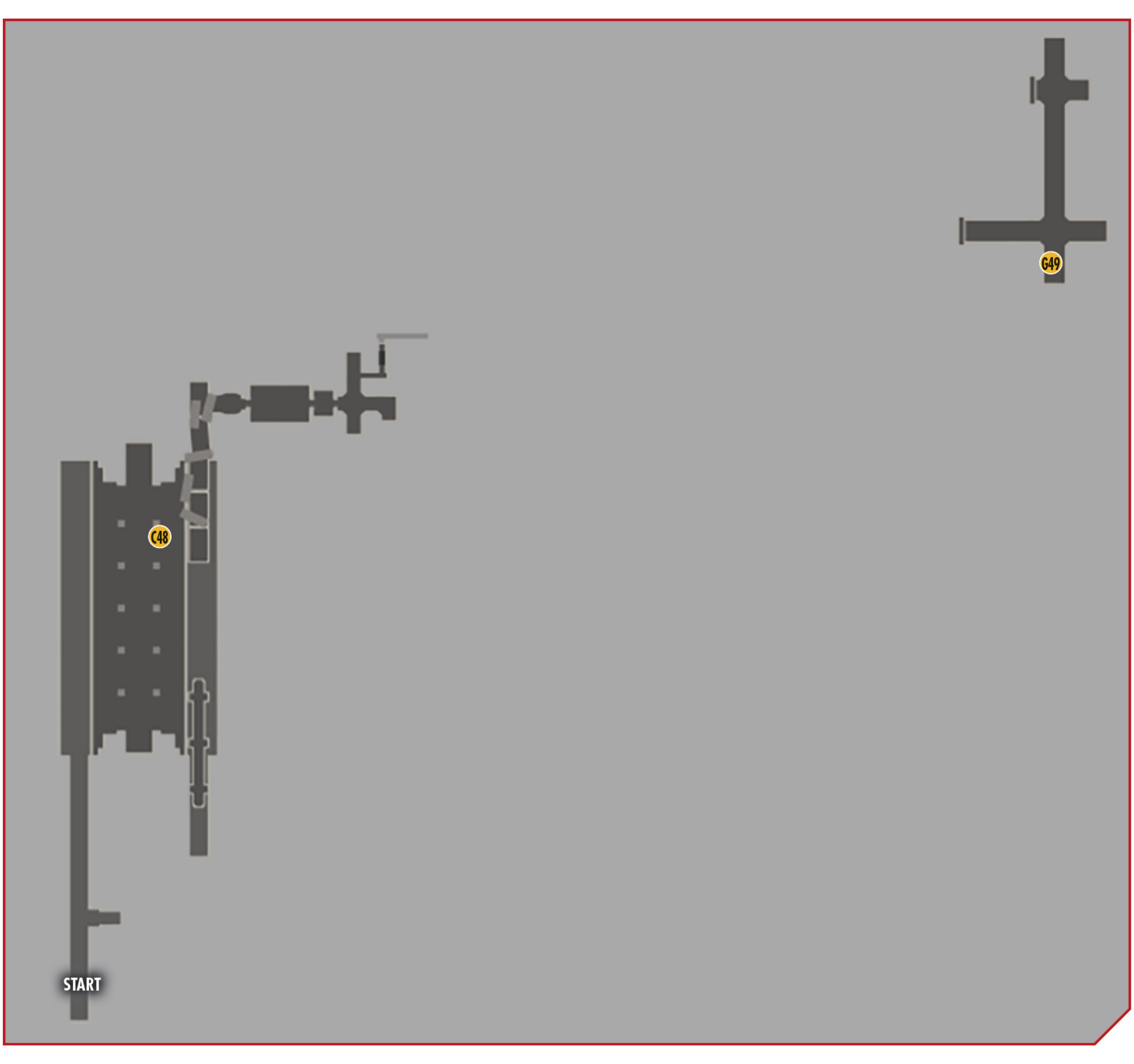
R150: AH's Postcard

PostCard: Level 11, on the bridge. Grab it before you open the door to continue.

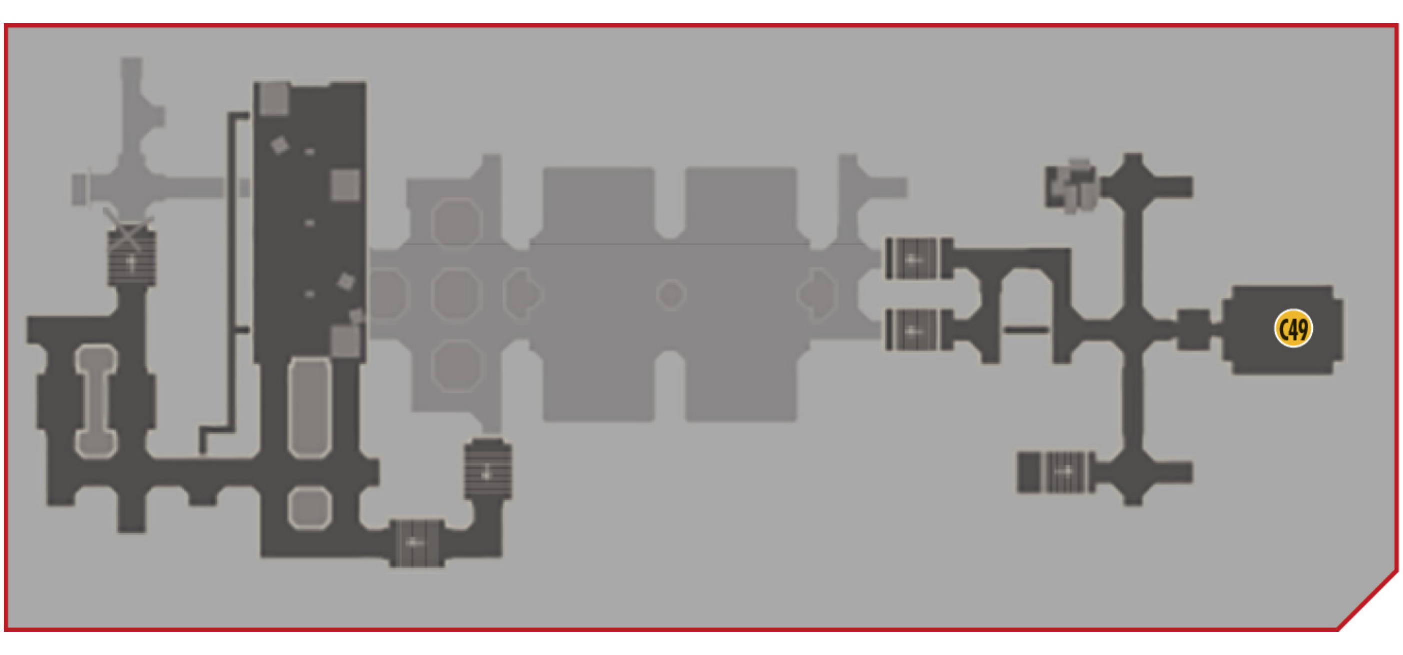


ÜBERKOMMANDANT MISSION: RIVERSIDE

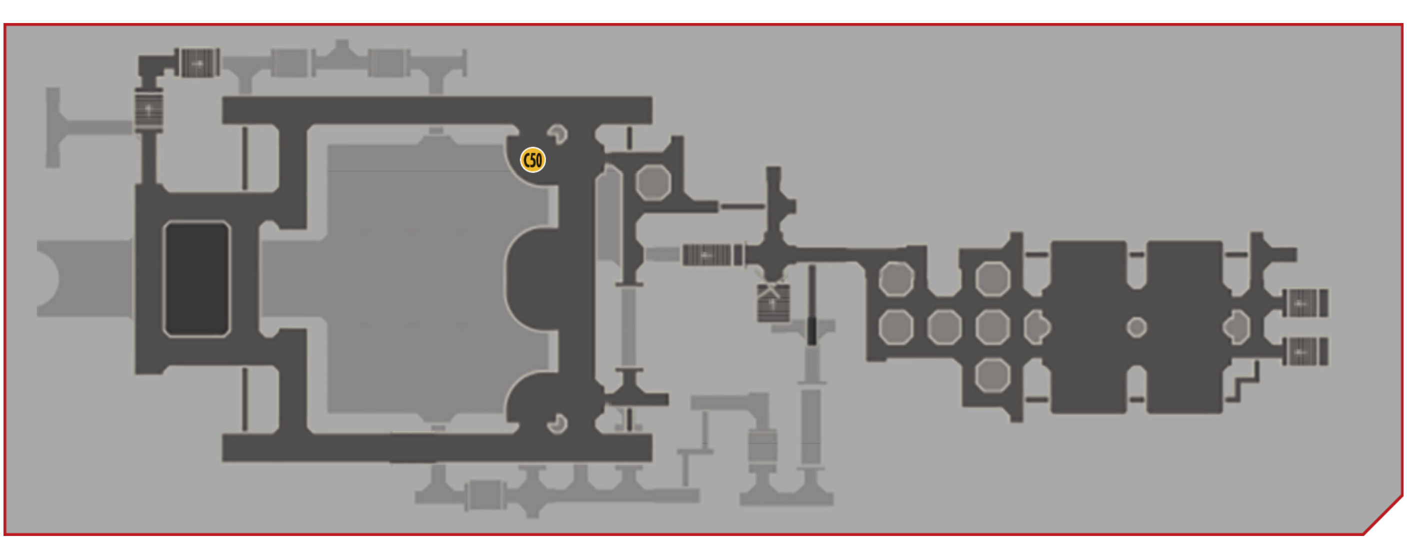
These six additional Collectibles can only be found in the secret mission unlocked by defeating the first 15 Überkommandants.



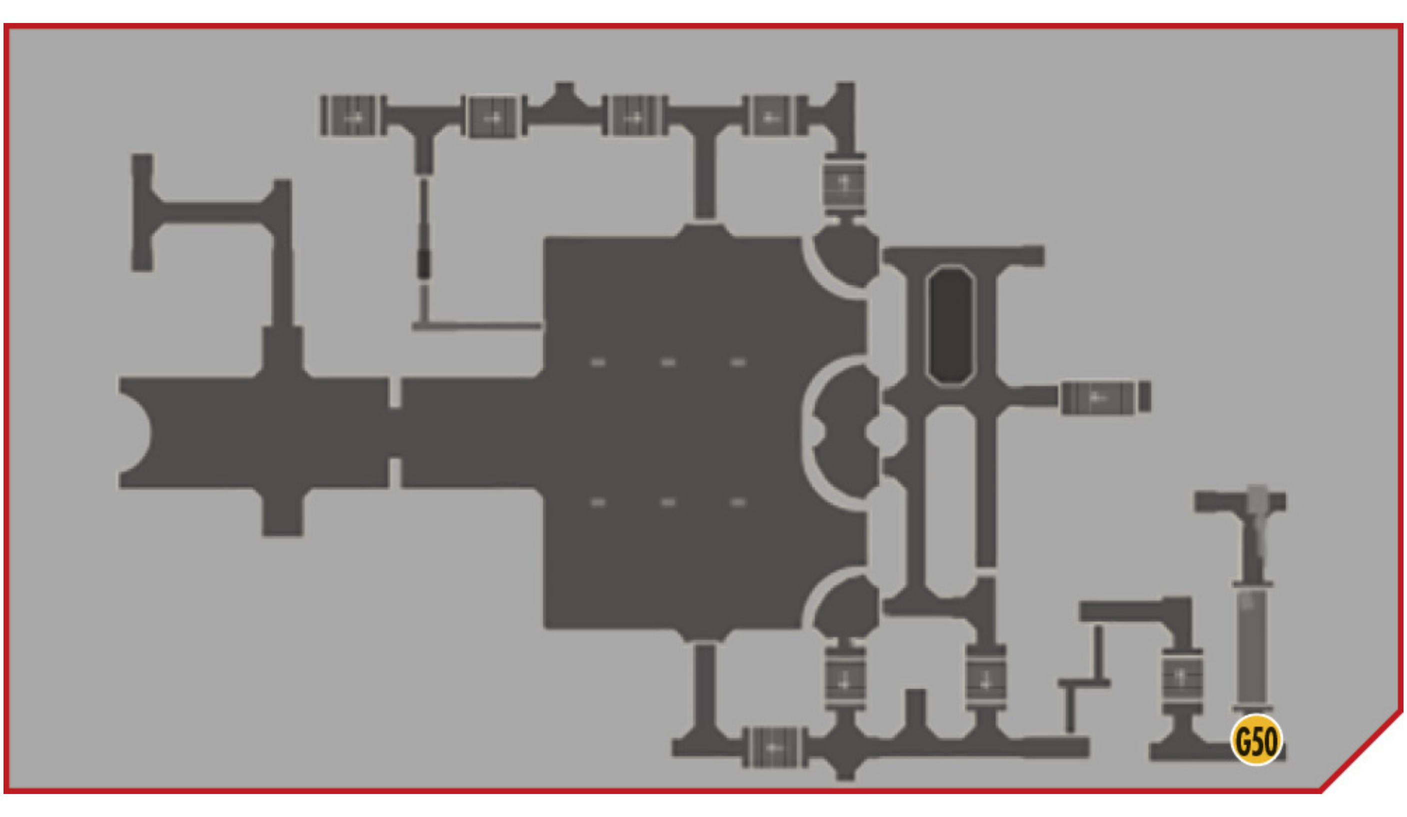
➤ *Basement Level 1*



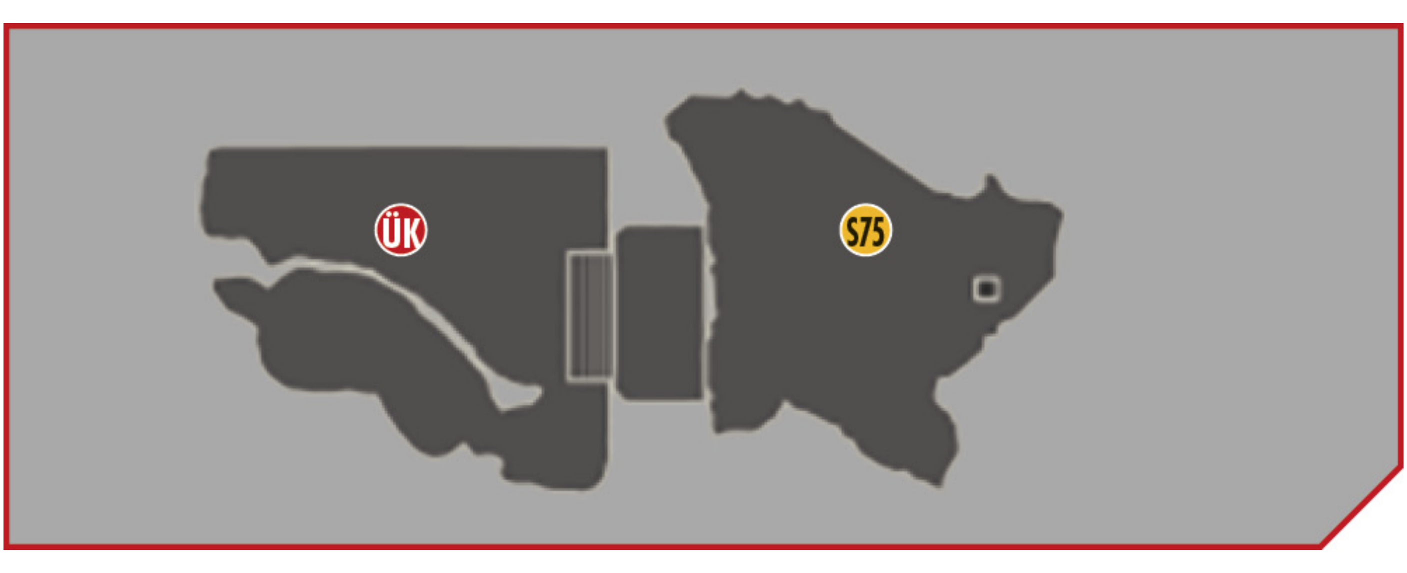
➤ *Basement Level 3*



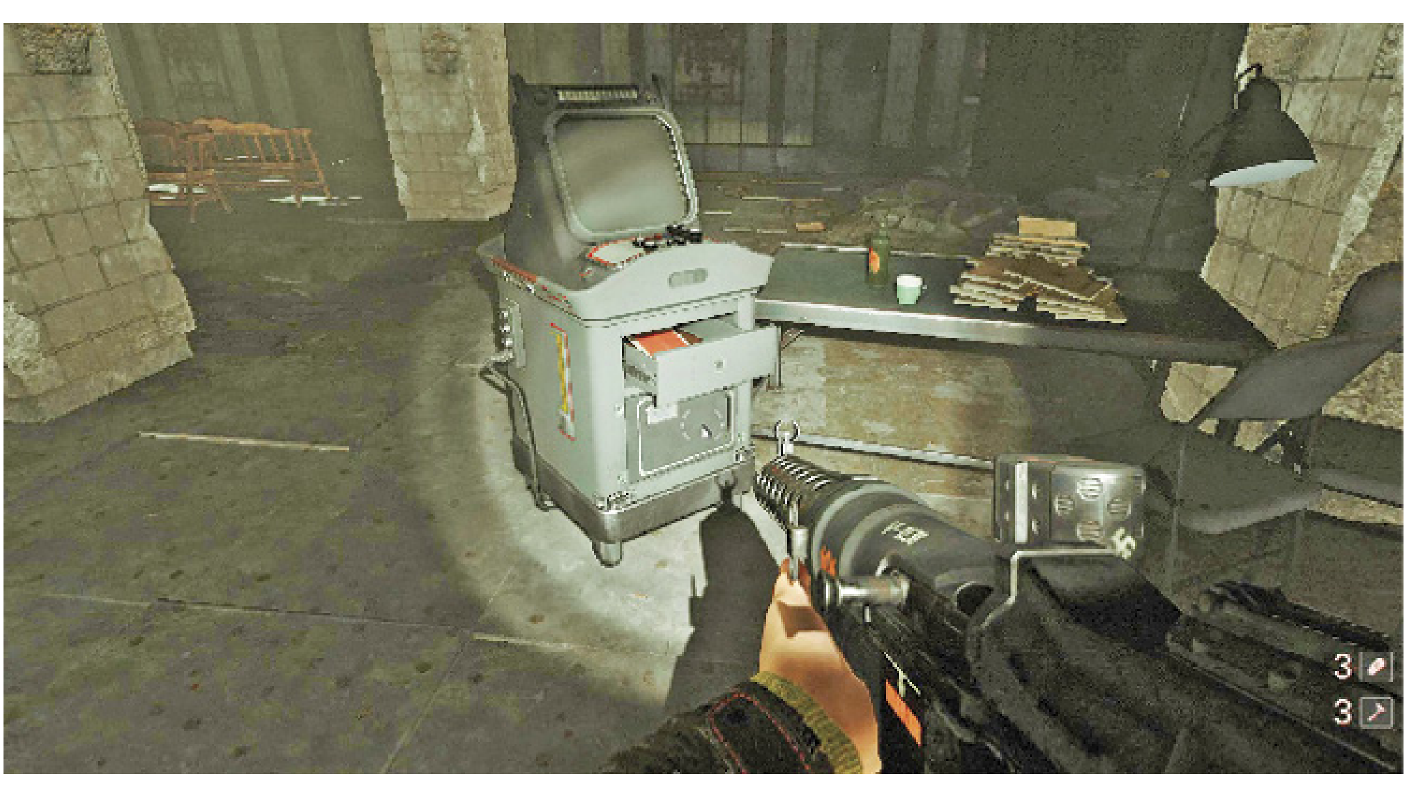
➤ *Basement Level 4*



➤ *Basement Level 5*

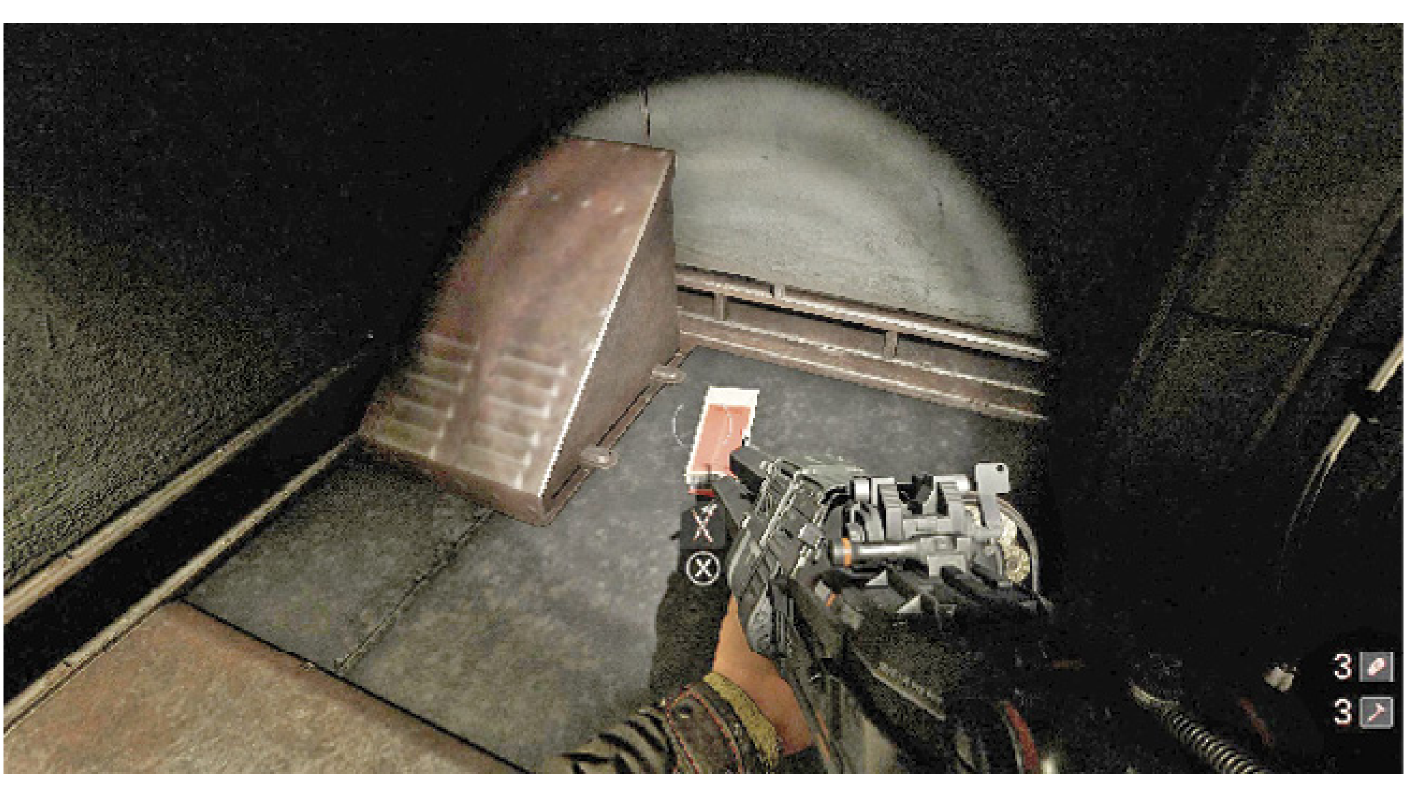


➤ *Ground Level*



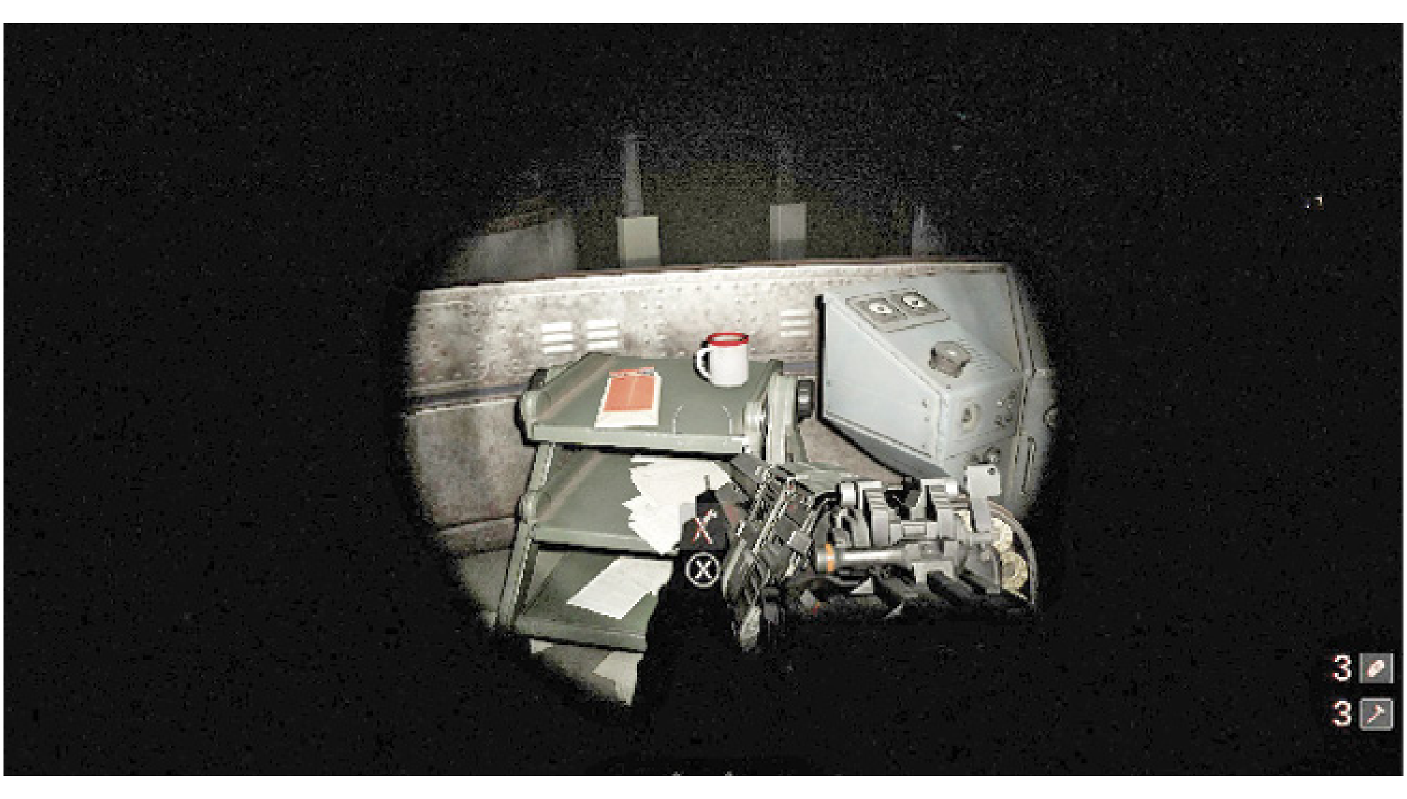
C48: Shooting Range, Hangar, and Moon Pool

Basement Level 1, in the subway station near where you begin the mission.



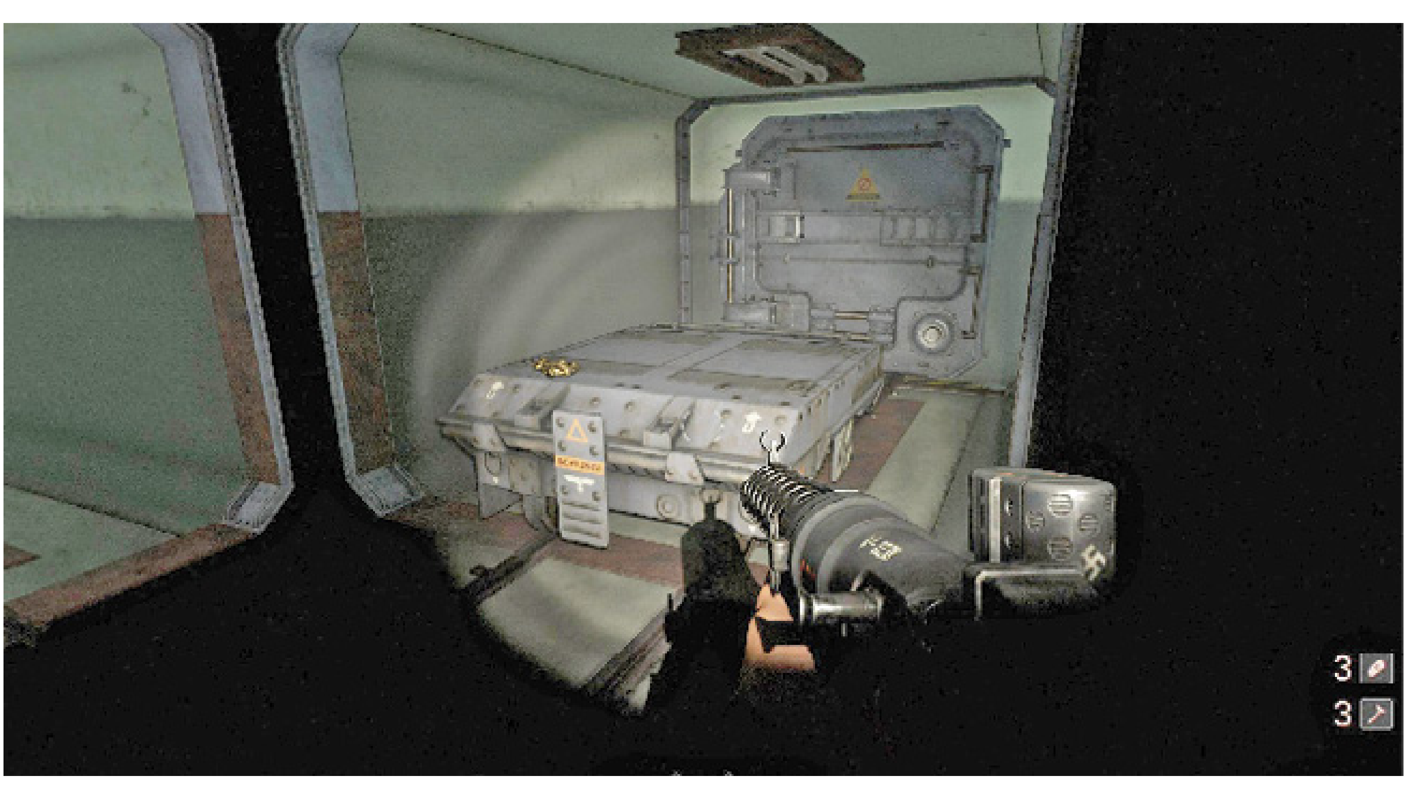
C49: The *Ausmerzer*

Basement Level 3, in the second part of the level, in a dead-end room.



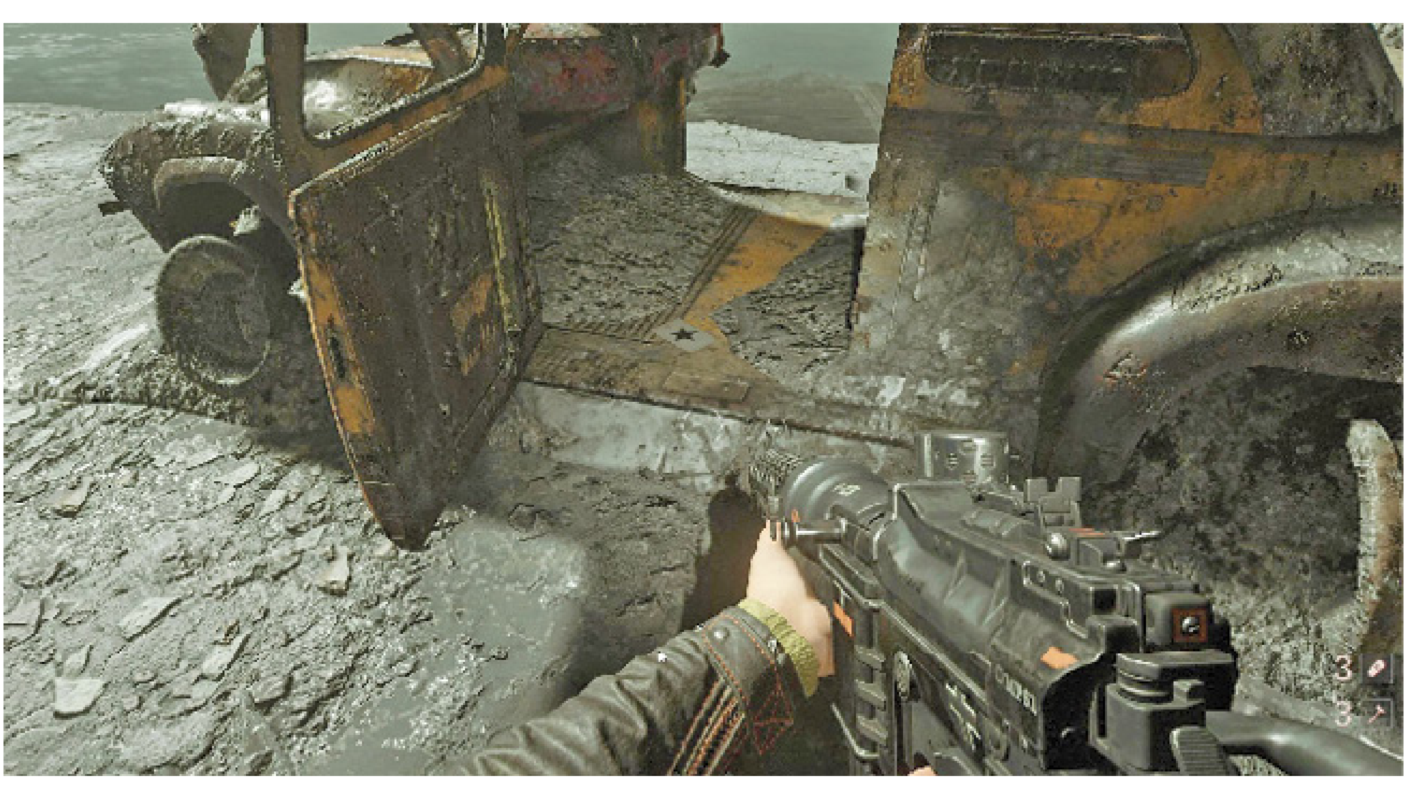
C50: The End

Basement Level 4, in a control room.



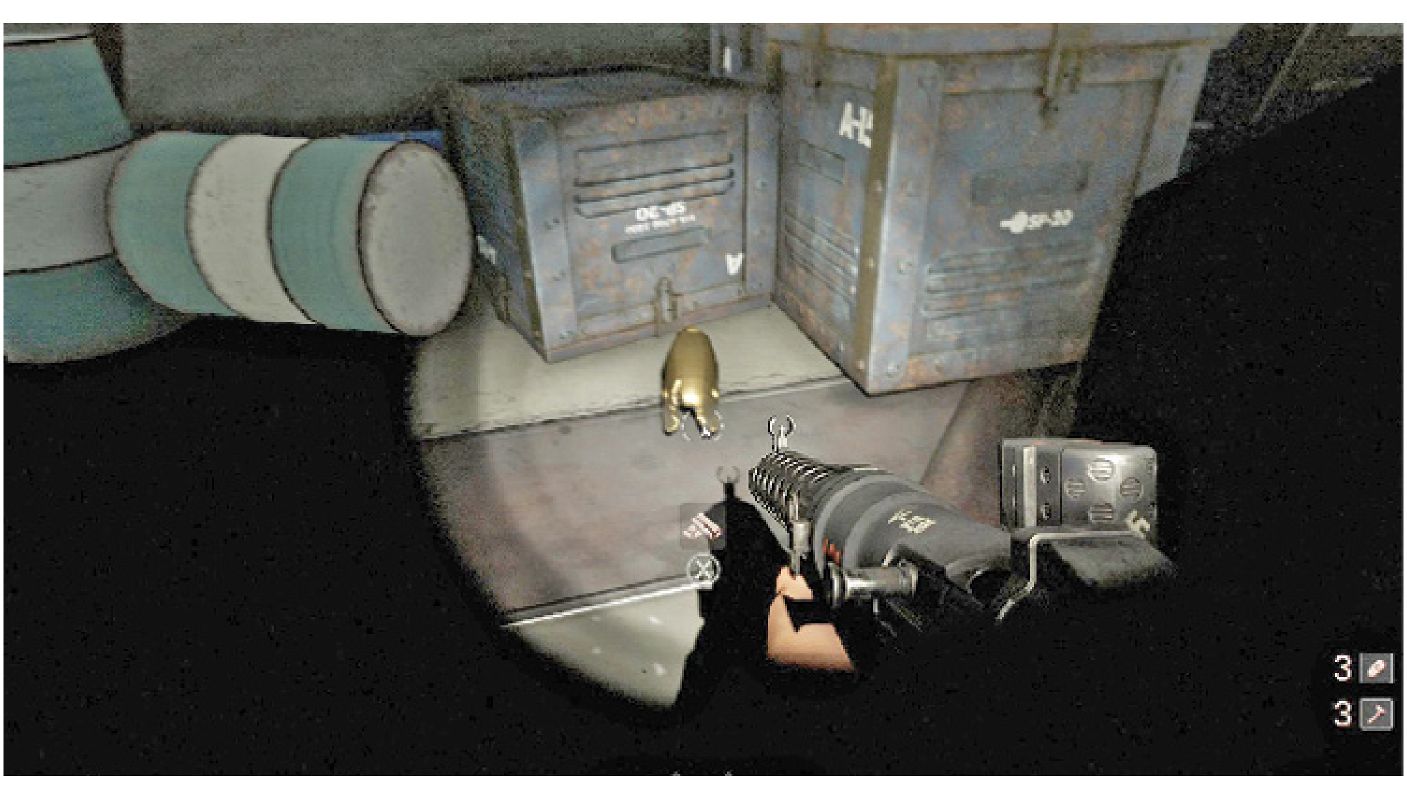
G49: *Ausmerzer*

Basement Level 1, at one end of a short corridor. Requires the Battle Walkers. Go to the far end of Basement Level 2 and look for alcoves that dead-end. Look up to see an opening—reach it with the Battle Walkers.



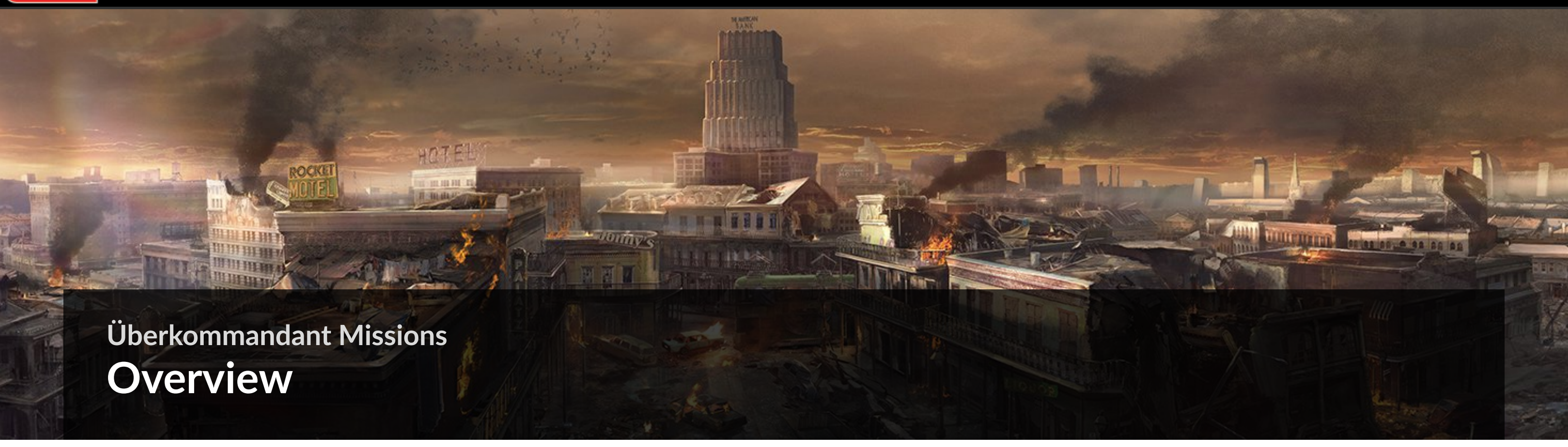
S75: Jerry Gussom

Ground floor, in the area where you find the Überkommandant, inside the wrecked automobile.



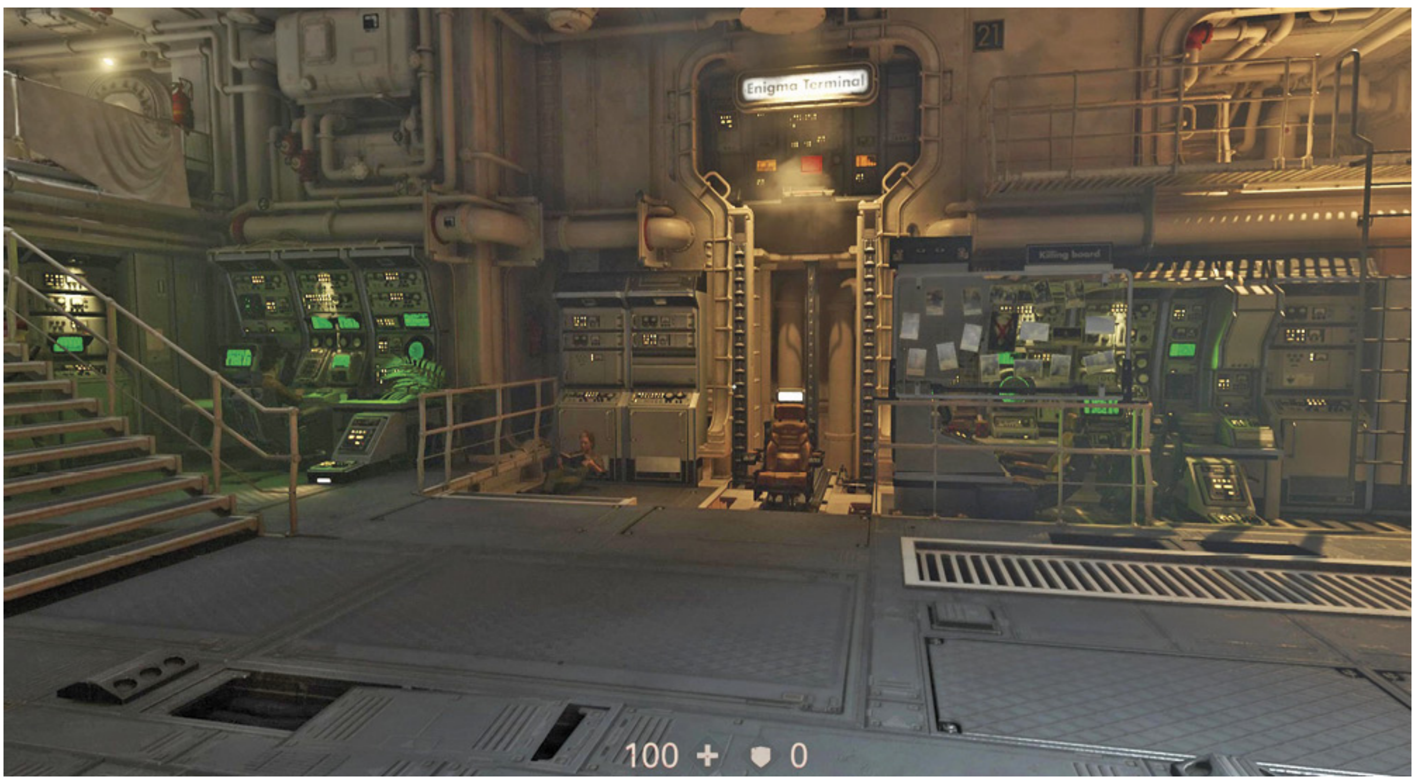
G50: Zerstörer

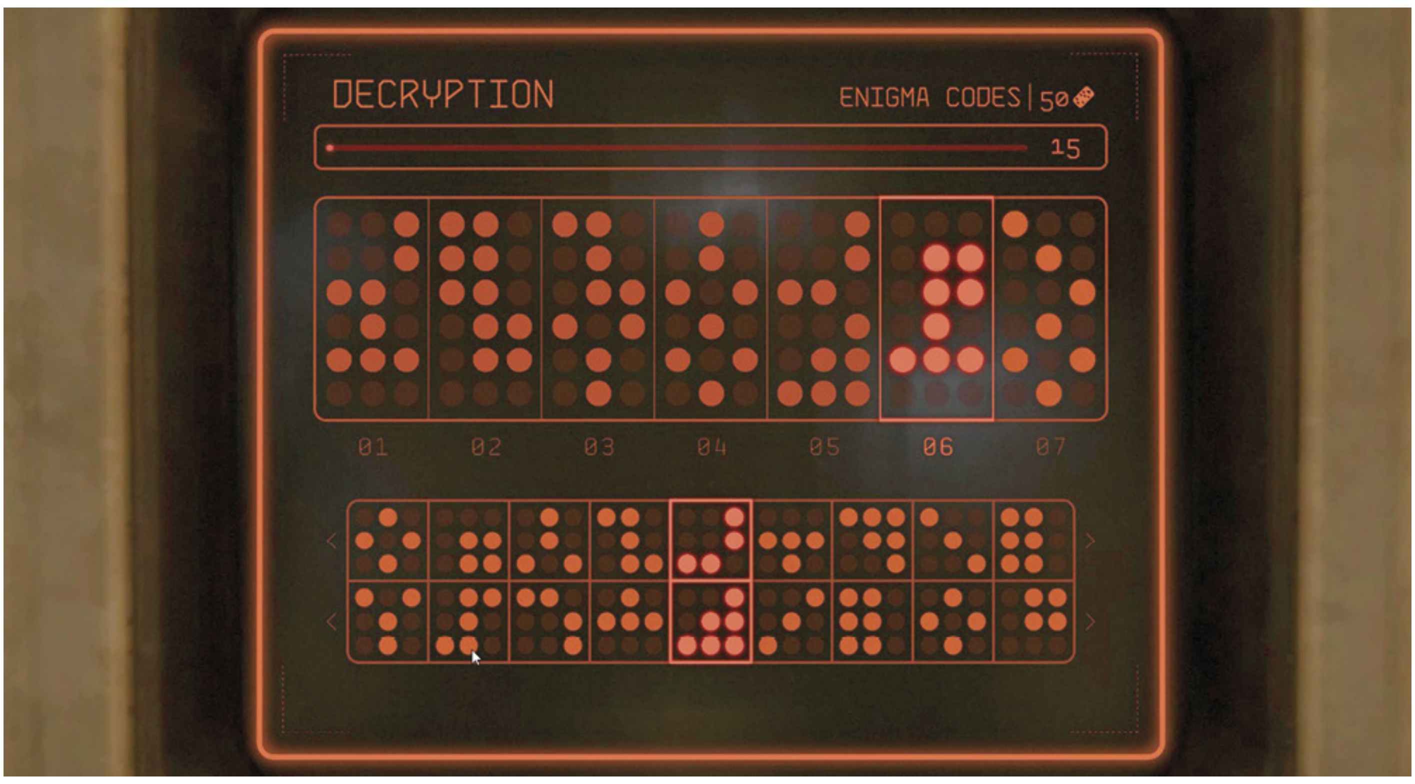
Basement Level 5. Requires the Ram Shackles and the Battle Walkers. This one's tough to collect. Crawl through a duct on Basement Level 4, located in the hallway between the large room and the control rooms. Follow it and drop to Basement Level 5. Use the Ram Shackles to break through the barricade, then drop to a lower area and use the Battle Walkers to get back up on the other side.



Überkommandant Missions

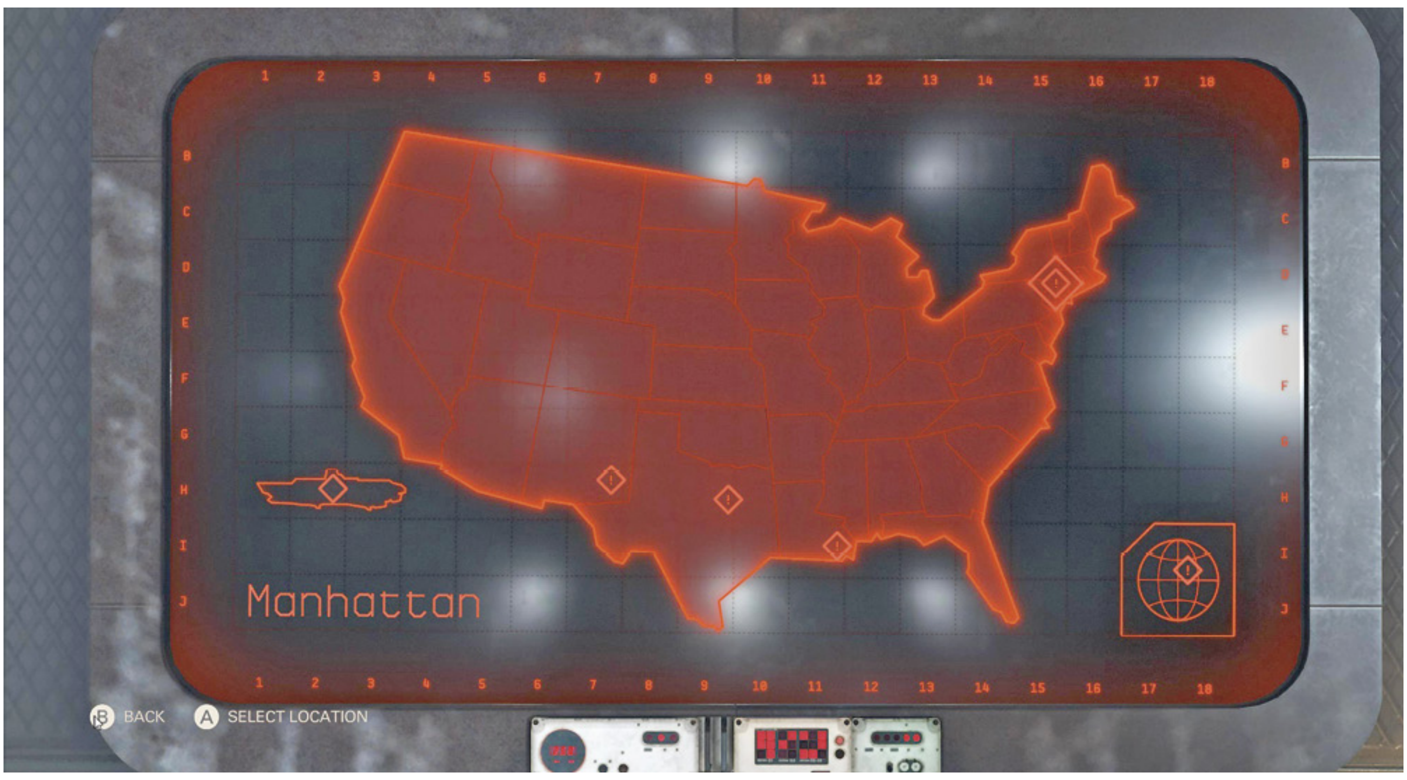
Overview



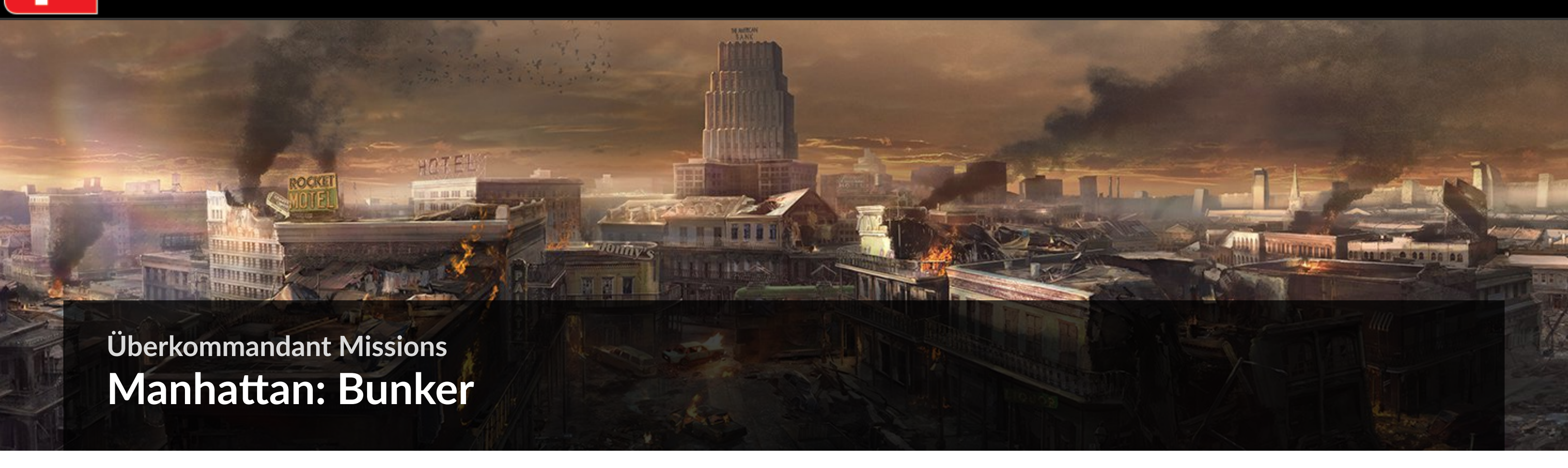


As you play through the Campaign, you collect Enigma Codes from defeated Kommandants. Once Grace unlocks the Enigma Machine, you can use those codes to find the locations of Überkommandants—the elite Nazi leaders.

When using the Enigma Machine, select the Überkommandant you want to find. Each Überkommandant's location carries an associated cost in codes you must pay. Some cost more than others. Once you pay, you must complete a timed minigame in which you move top and bottom code wheels to match the code. If you fail, you start over and must pay more codes for another attempt. A successful attempt unlocks the location for that Überkommandant.



After you've found your target location, head to the war map in the middle of the helm. Select the location and then the unlocked district within that location. This sends you into the mission to assassinate the corresponding Überkommandant. These missions take place in the same areas as the Campaign missions. However, new areas are often accessible that couldn't be explored in the Campaign. As you advance toward your objective, keep an eye out for additional Collectibles that can only be found during these missions.



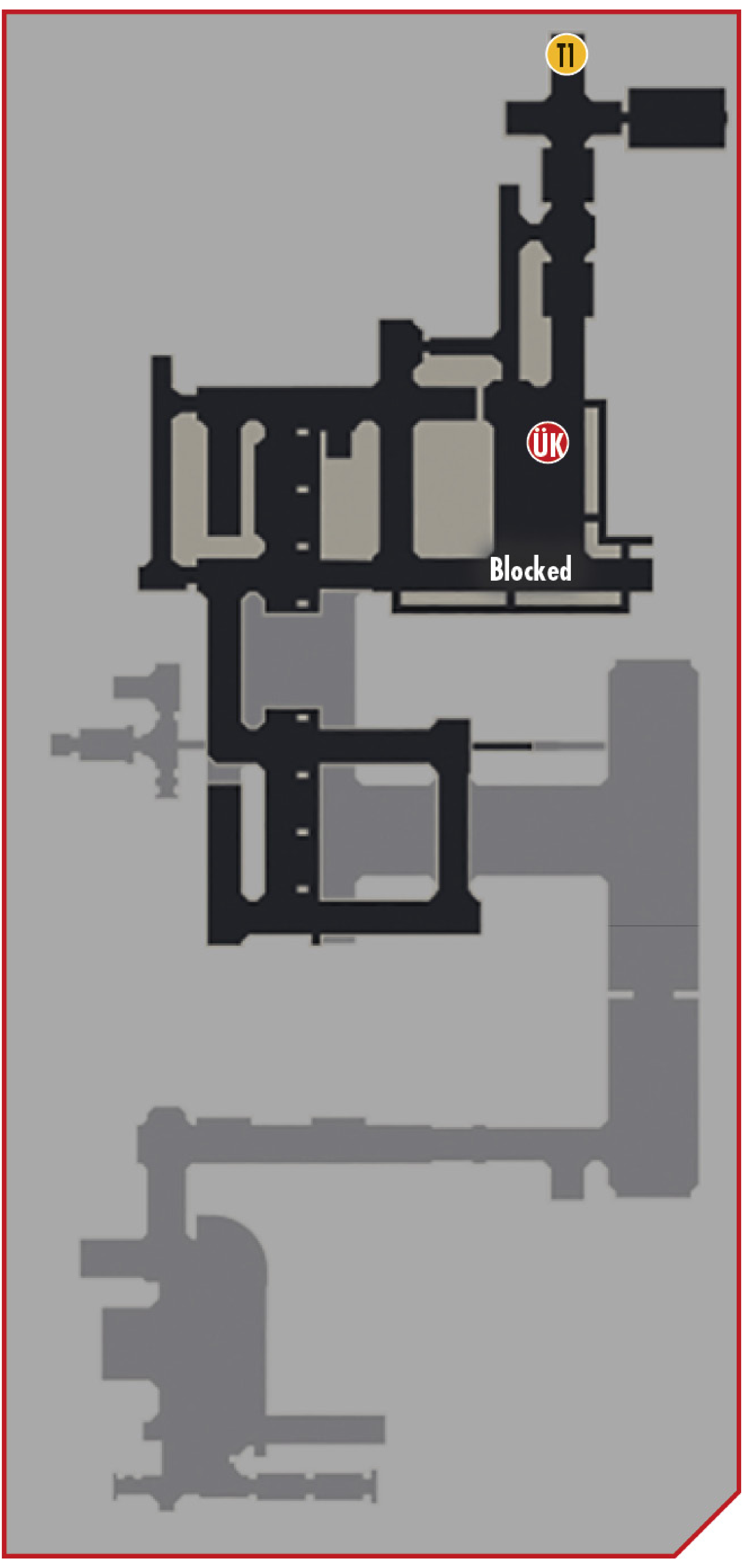
Überkommandant Missions

Manhattan: Bunker

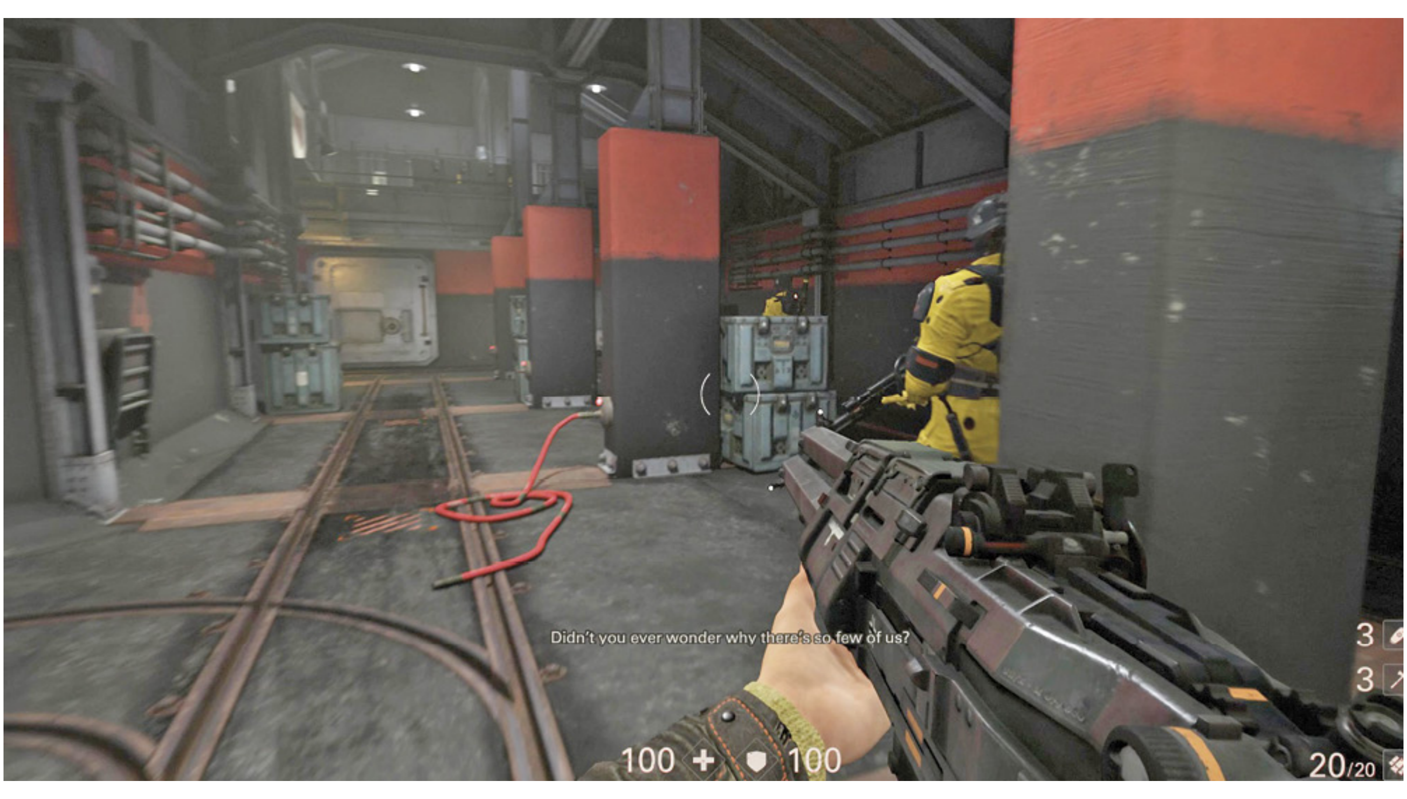
OBJECTIVE: ASSASSINATE KLAUS KLINGER

Enigma Codes: 0 (unlocked by default)

Special Requirements: Constrictor Harness

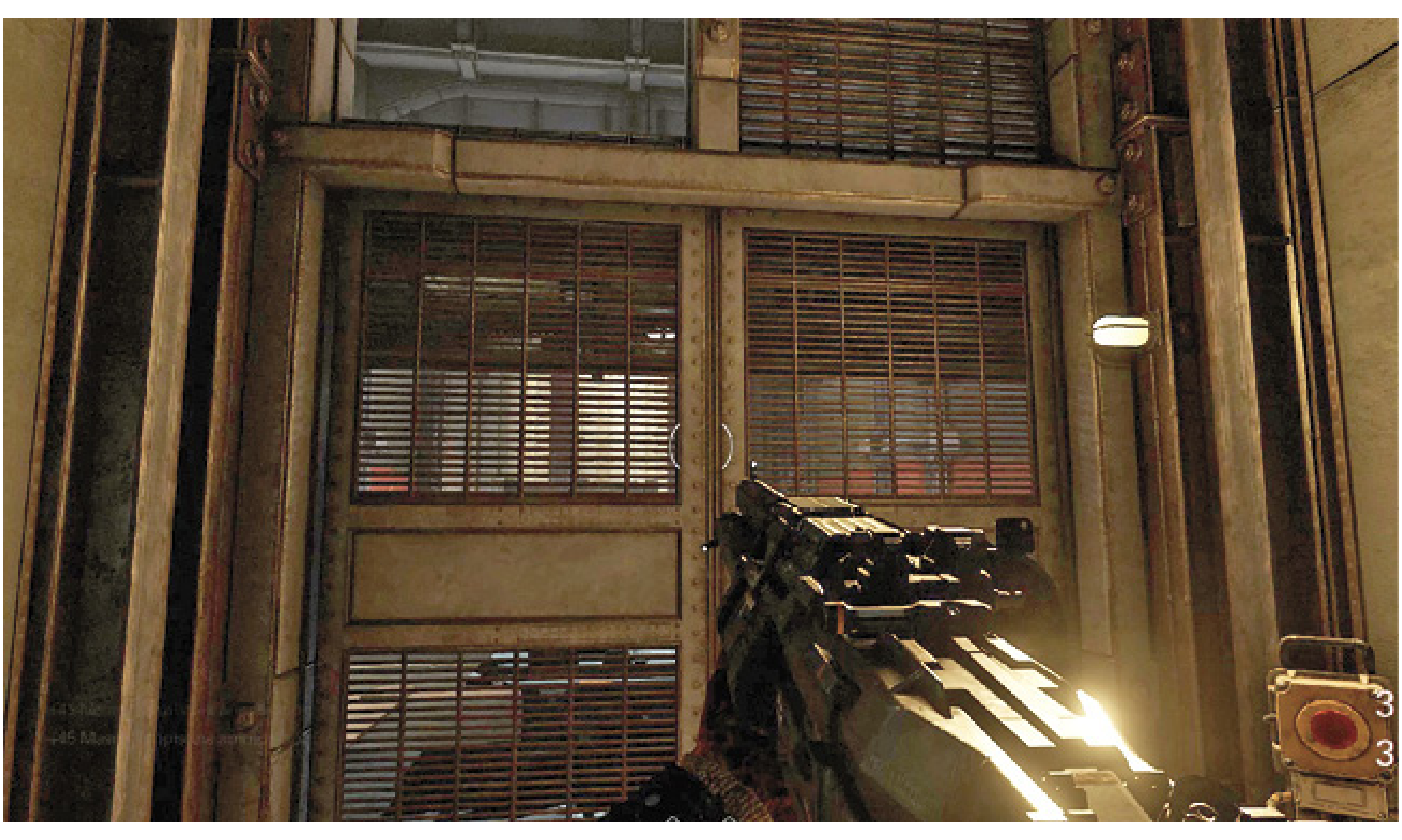


➤ *Basement Level 4*

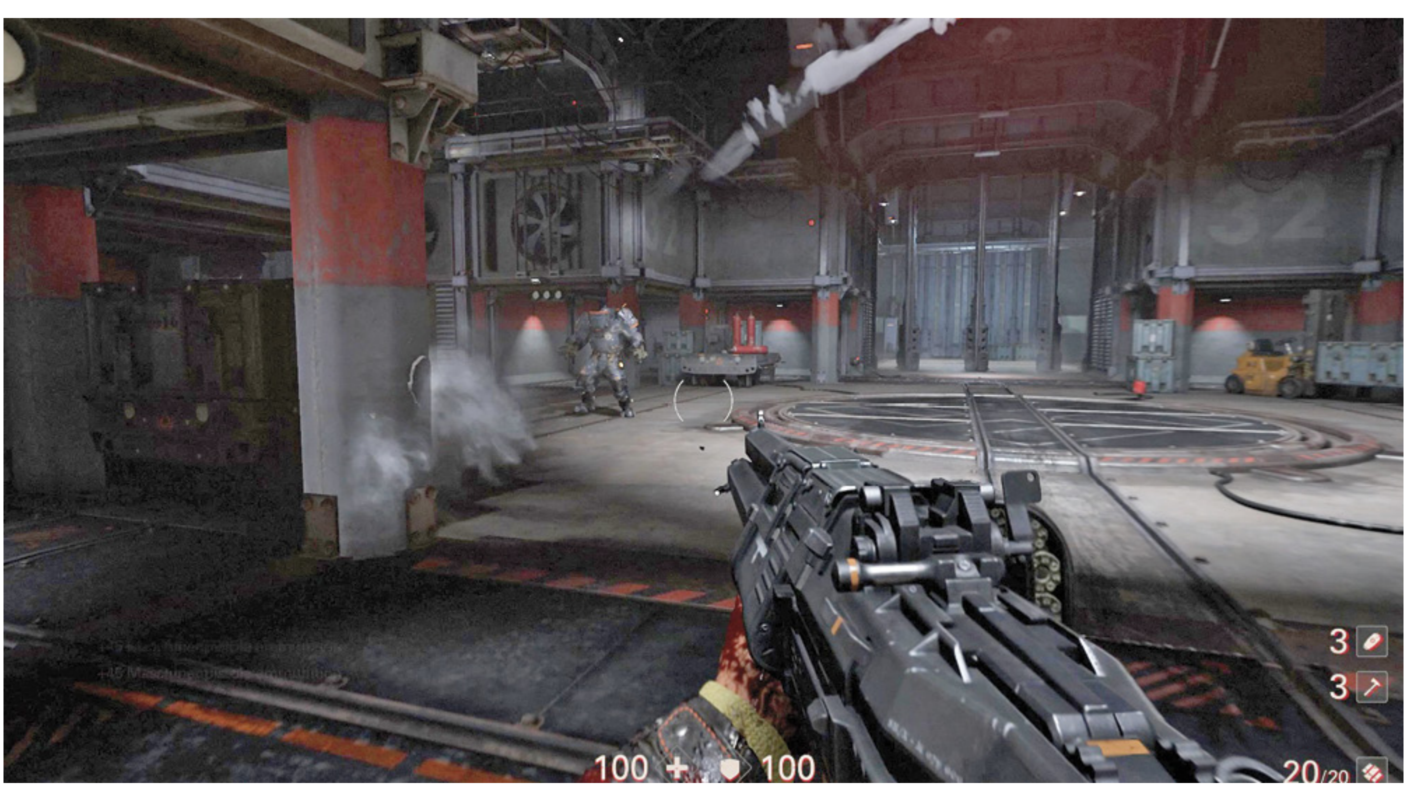


Didn't you ever wonder why there's so few of us?

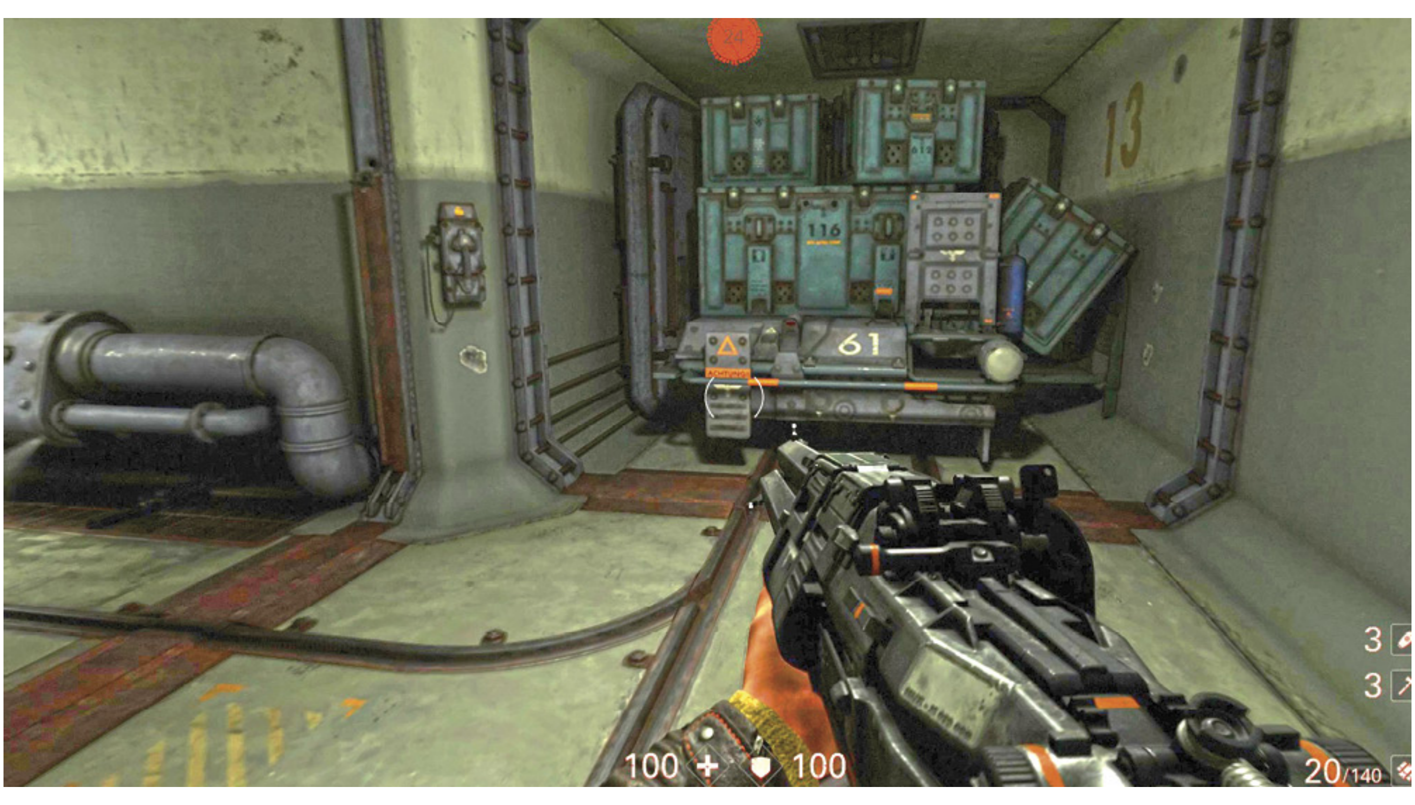
For this mission, you're working your way through the nuclear bunker in Manhattan in the opposite direction of the level's Campaign mission. From your starting point at the large elevator, enter the command center control room. Clear out as many of the Soldiers in here as possible with stealth takedowns.

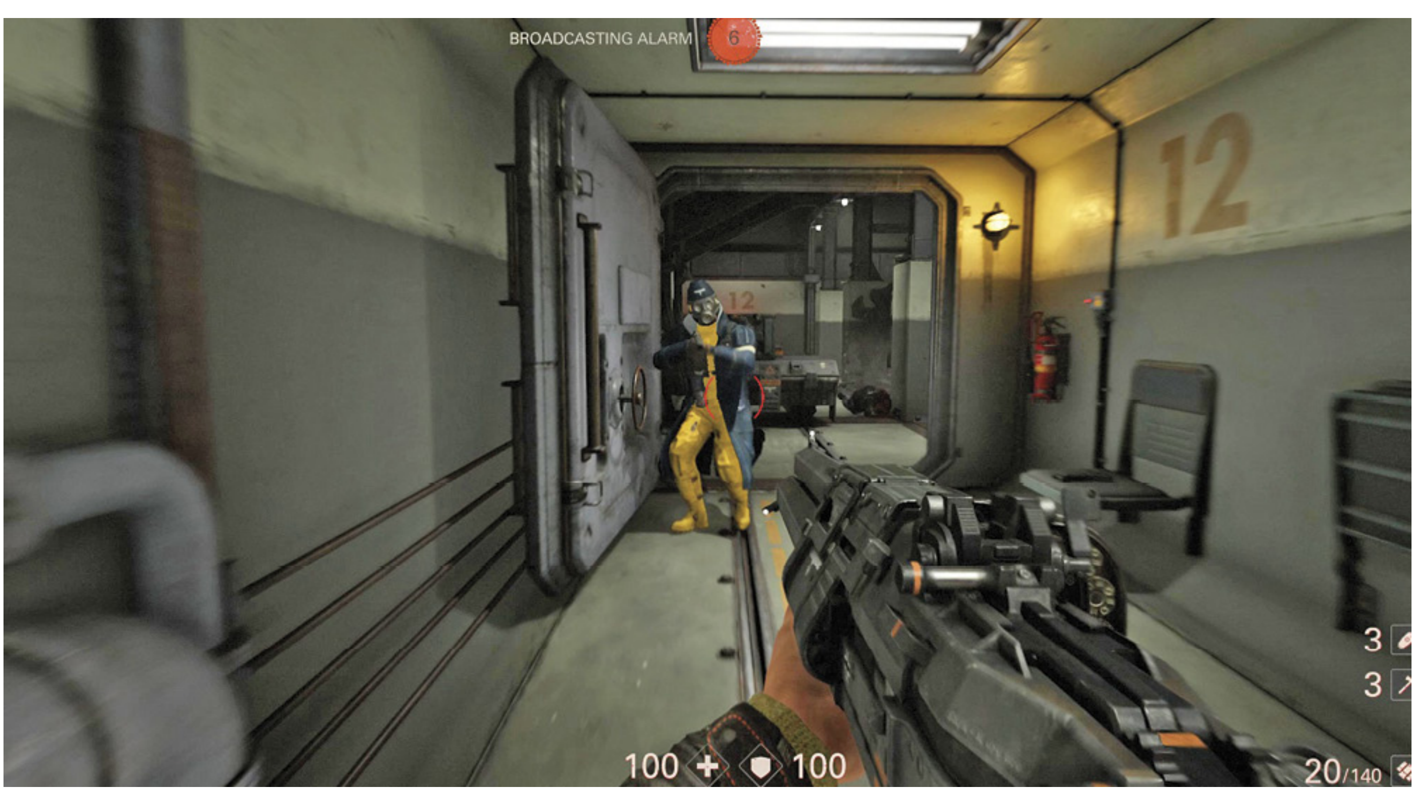


Make your way to the elevator that takes you up. The door is blocked at the top, so use your contraption to get out.

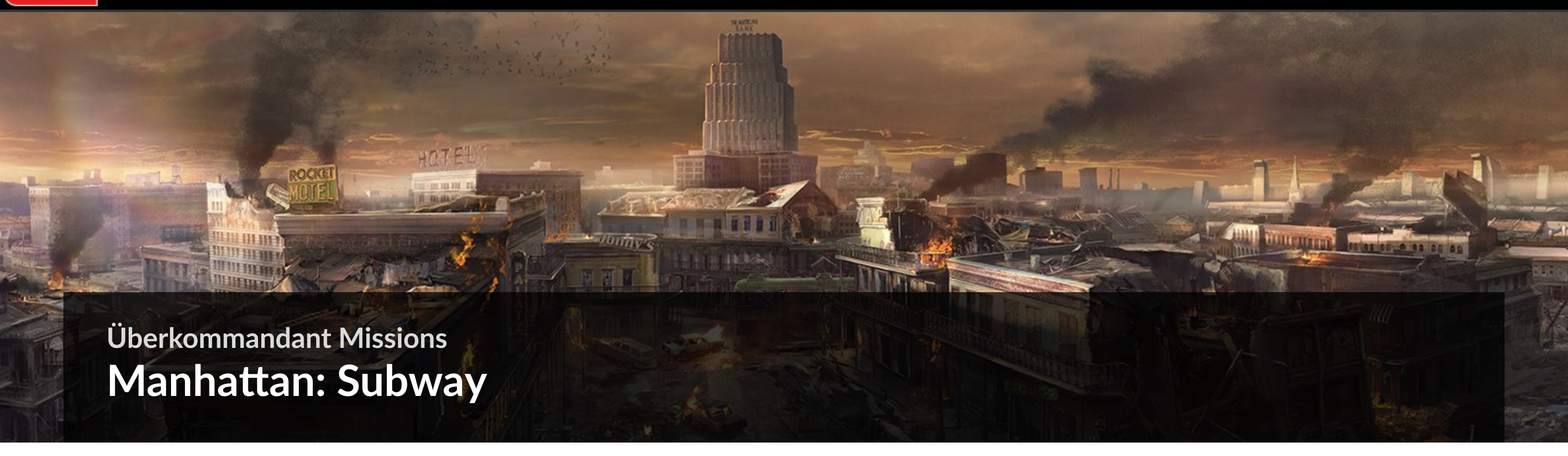


When you reach the large room with the air vents that open and close, get ready for Drones and two SuperSoldaten. Consider which tactics work best for you. If you don't prefer to fight head-on, try using the containers for cover as you run around the sides, pass through the air vents on the other side, and leave these enemies behind.





Once you get up to Basement Level 5, note the Kommandant Alert icon at the top. At this point, it's turned from white to blue, indicating you've found the Überkommandant's location. Fight off the numerous enemies in here if you prefer, but it's not necessary. Use the Constrictor Harness to crawl under this cart of containers to reach the area where the Überkommandant has barricaded himself. Finish him off and collect his Death Card, then return to *Evas Hammer.*



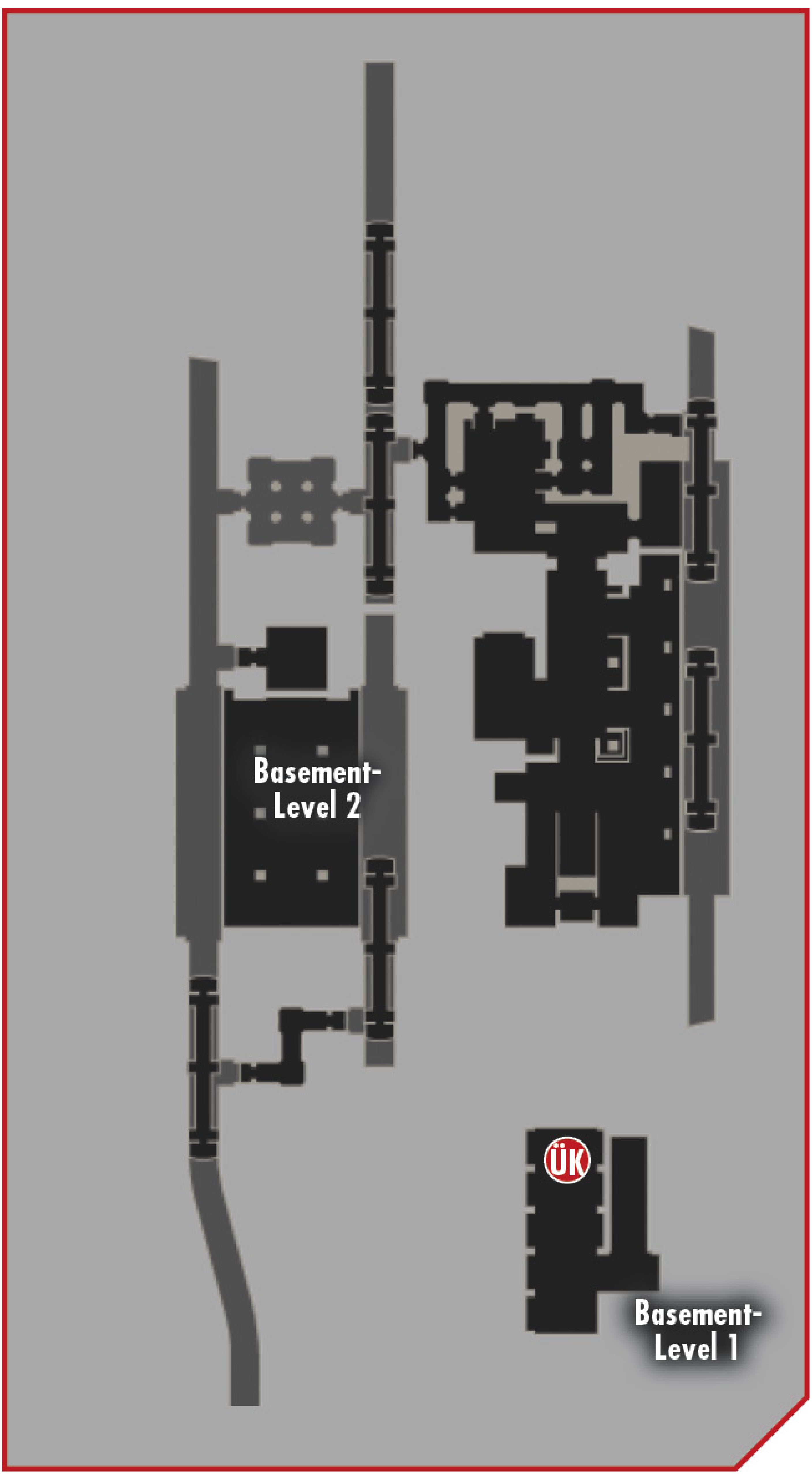
Überkommandant Missions

Manhattan: Subway

OBJECTIVE: ASSASSINATE HEINRICH MULLER

Enigma Codes: 2

Special Requirements: —

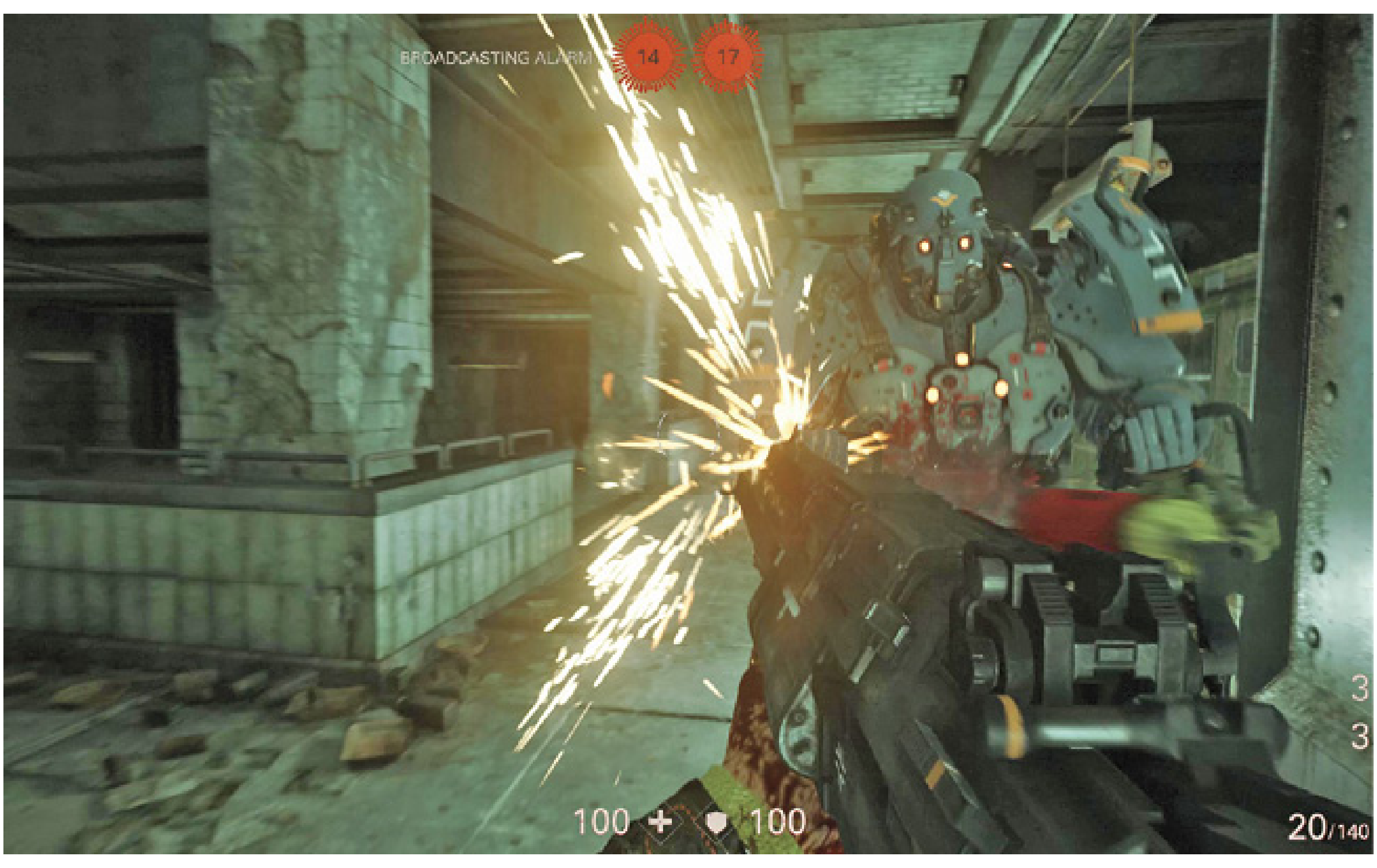


➤ *Manhattan Subway (partial)*

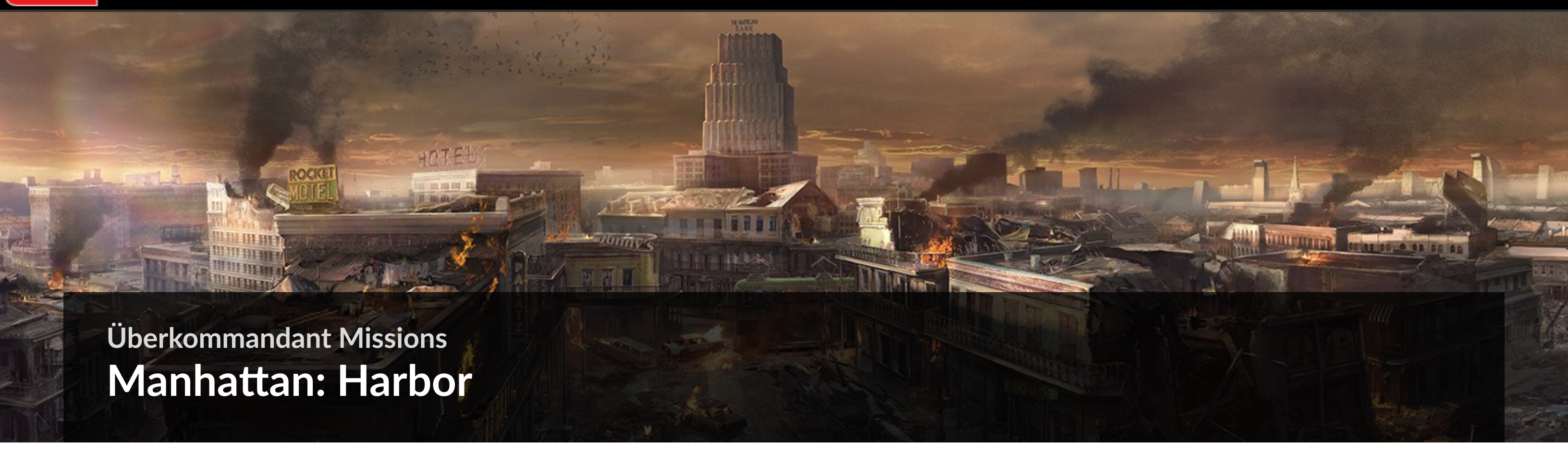
This Überkommandant is in the subways. This mission has you follow a map layout similar to the Manhattan Campaign mission. From your starting point at the first subway station, advance to the next. Kill or avoid the several Soldiers at the first station. Proceed along the tracks and through cars on the right side until you're able to enter the rooms at the end and make your way to the left subway track.

Advance along the track to the end, then through a passageway to the next subway station. Fight your way across this platform to reach the tracks on the left side, then continue through a series of passageways to a third subway station.

This last subway station is crawling with enemies, including SuperSoldaten, ÜberSoldaten, Kampfhunds, and Soldiers. Retreat into the subway tunnel if need be, in order to avoid getting surrounded. You must clear them all out before continuing.



Finally, head upstairs to the subway's upper level to find the Überkommandant. Kill him and collect the Death Card to complete the mission.

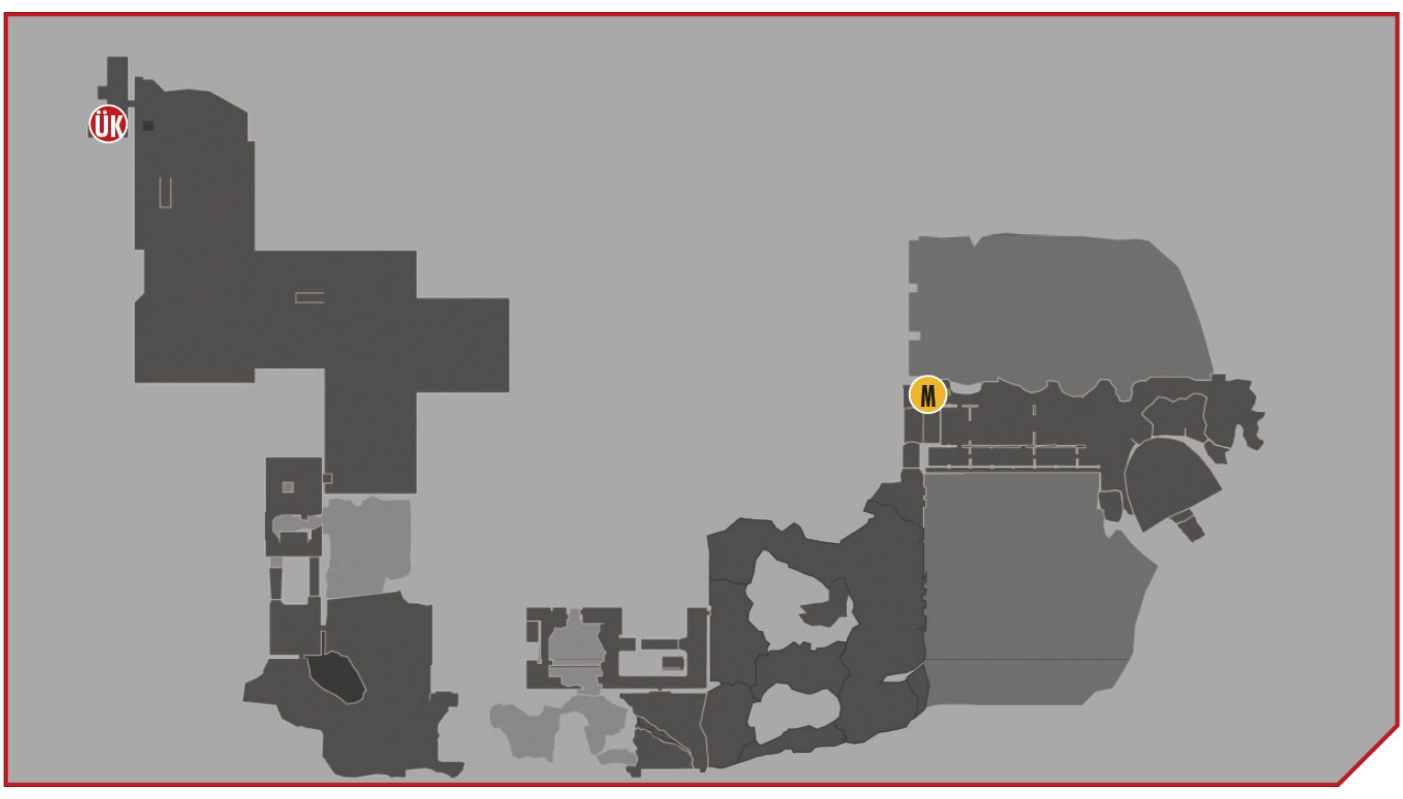


Manhattan: Harbor

OBJECTIVE: ASSASSINATE WALTER HAUSER

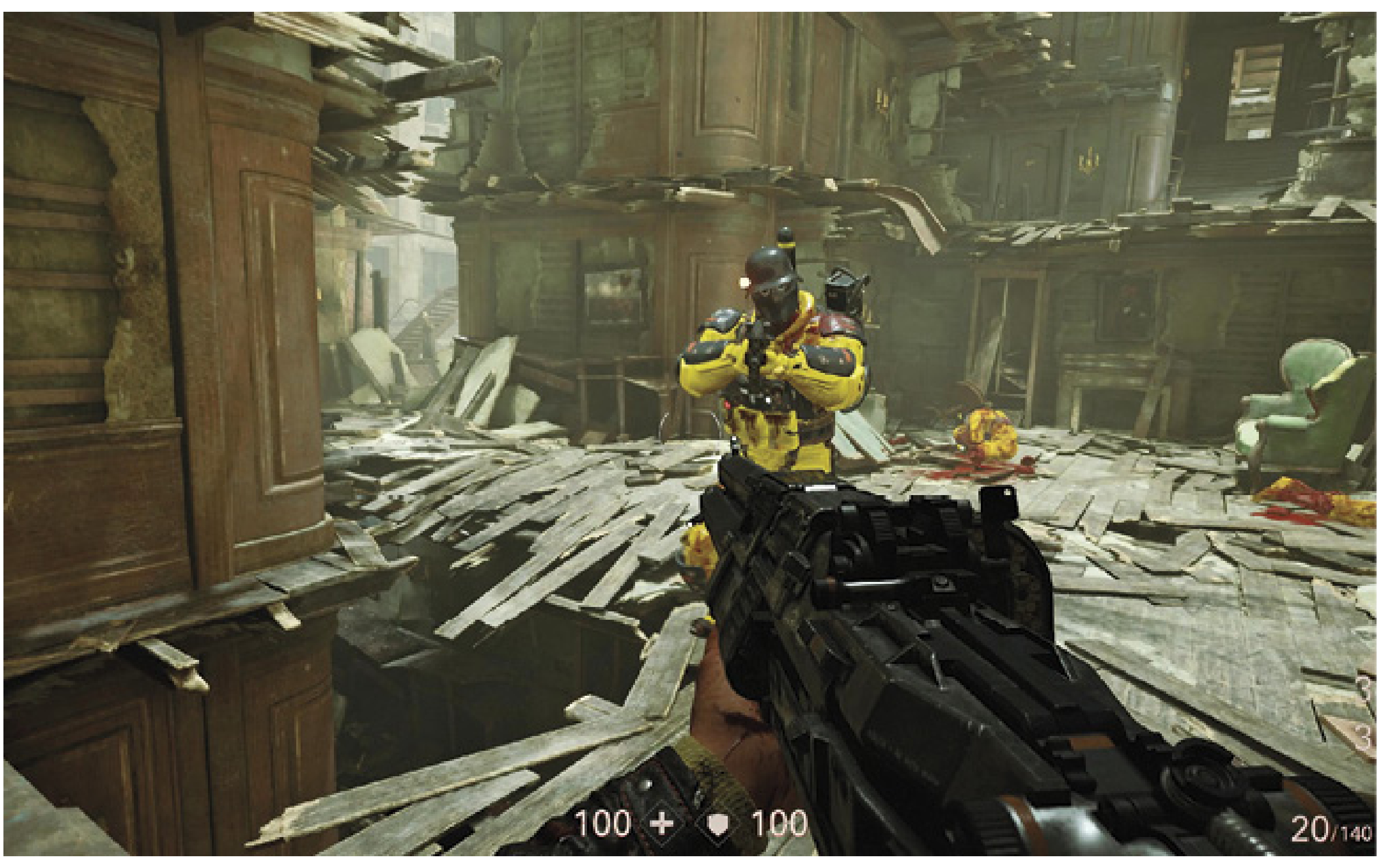
Enigma Codes: 2

Special Requirements: —



➤ *Ground Level*

This mission is similar to the corresponding Campaign level. You start out on the docks. The map is near the stairs leading from the docks, so grab it after taking out the first two Soldiers. Next, fight your way into the hotel. There are several enemies, including SuperSoldaten, along the way.


100
100
20/140

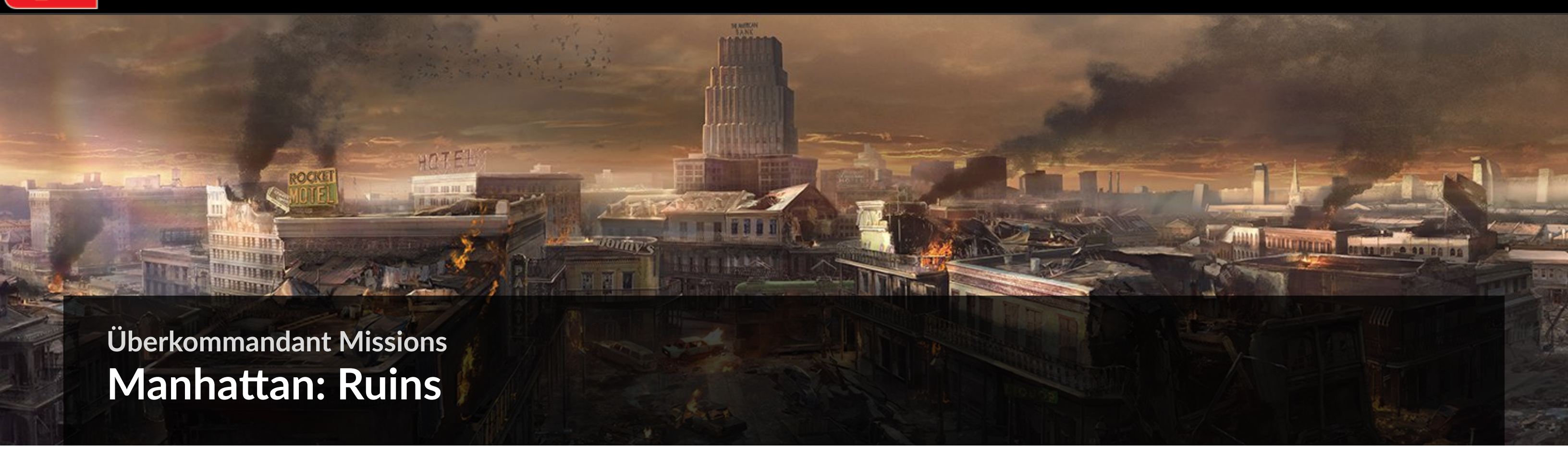
You must advance through the hotel to the upper levels so you can then drop to the other side of the map. The hotel is crawling with Soldiers, so be ready for a fight.

BROADCASTING ALARM
12
3
3
100
100
20/140

Exit the hotel and cross to the police station. Head upstairs to reach the other end, then exit out into the streets. Fight your way through the rubble to reach the building past the second subway access, near a troop transport.

BROADCASTING ALARM
6
I've got you now!
3
3
100
100
20/140

Enter the building and climb the stairs to the top floor, where the Überkommandant is waiting. Eliminate him, pick up his Death Card, and return to *Evas Hammer.*



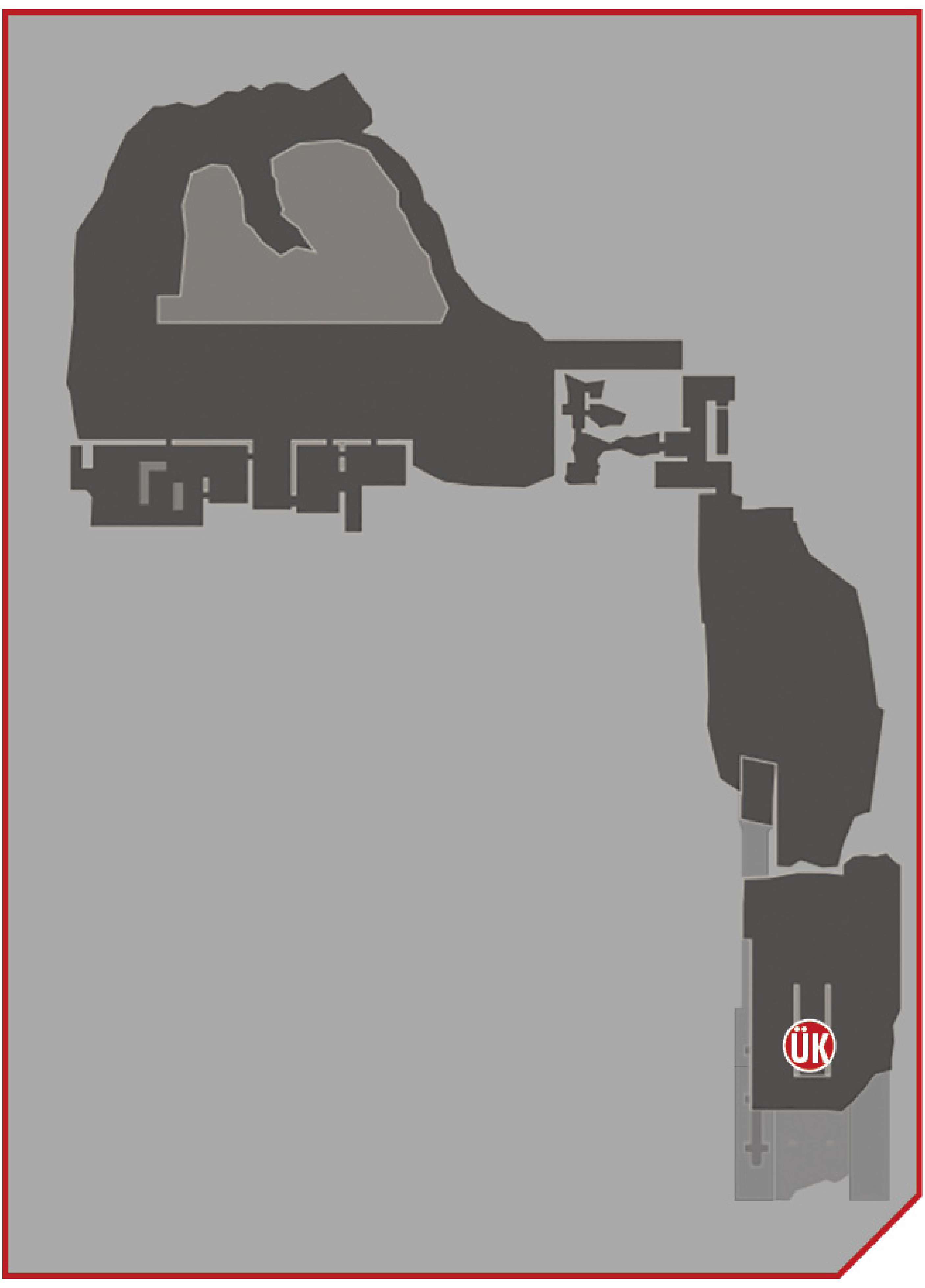
Überkommandant Missions

Manhattan: Ruins

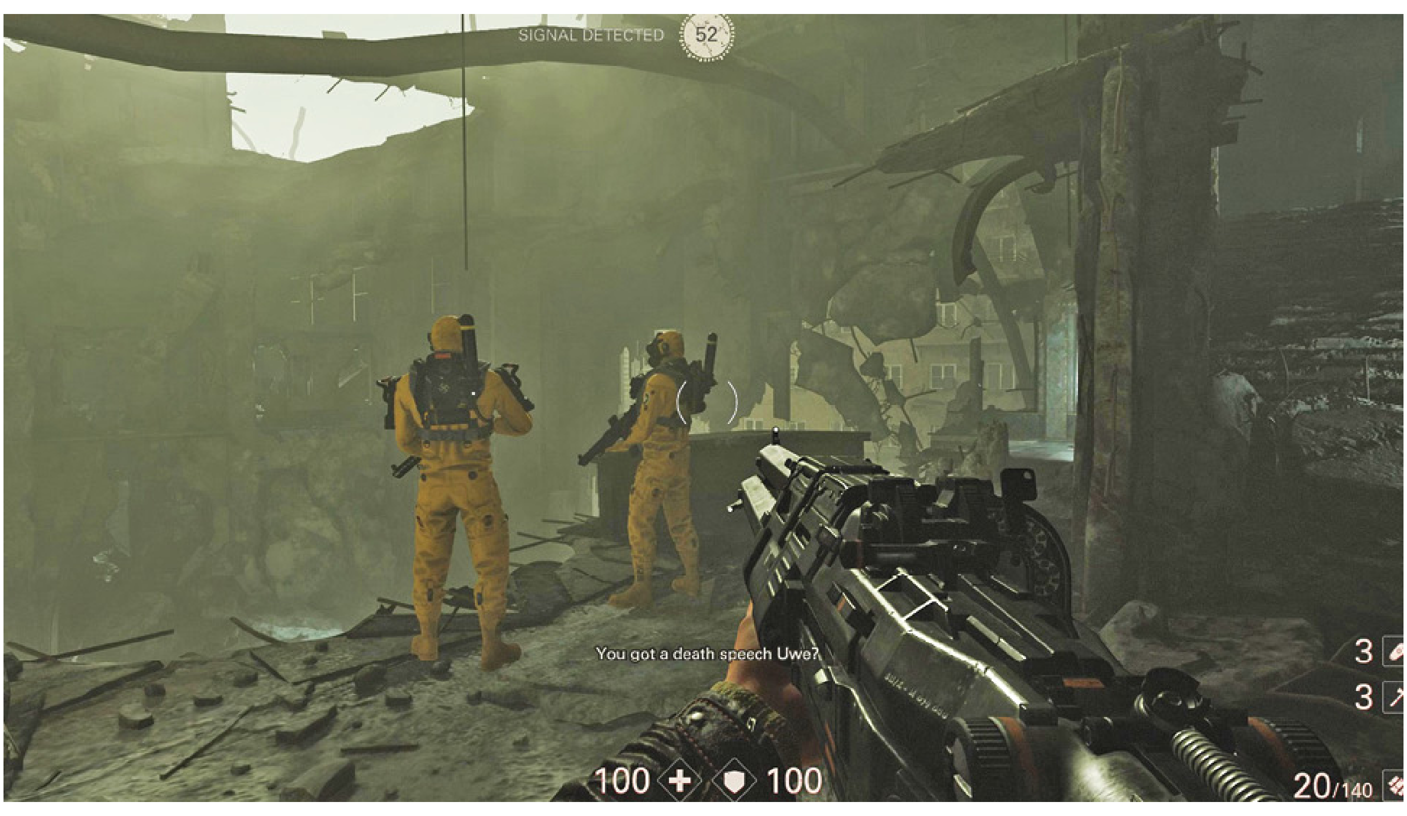
OBJECTIVE: ASSASSINATE RAIMUND HOFFMAN

Enigma Codes: 3

Special Requirements: Contraption

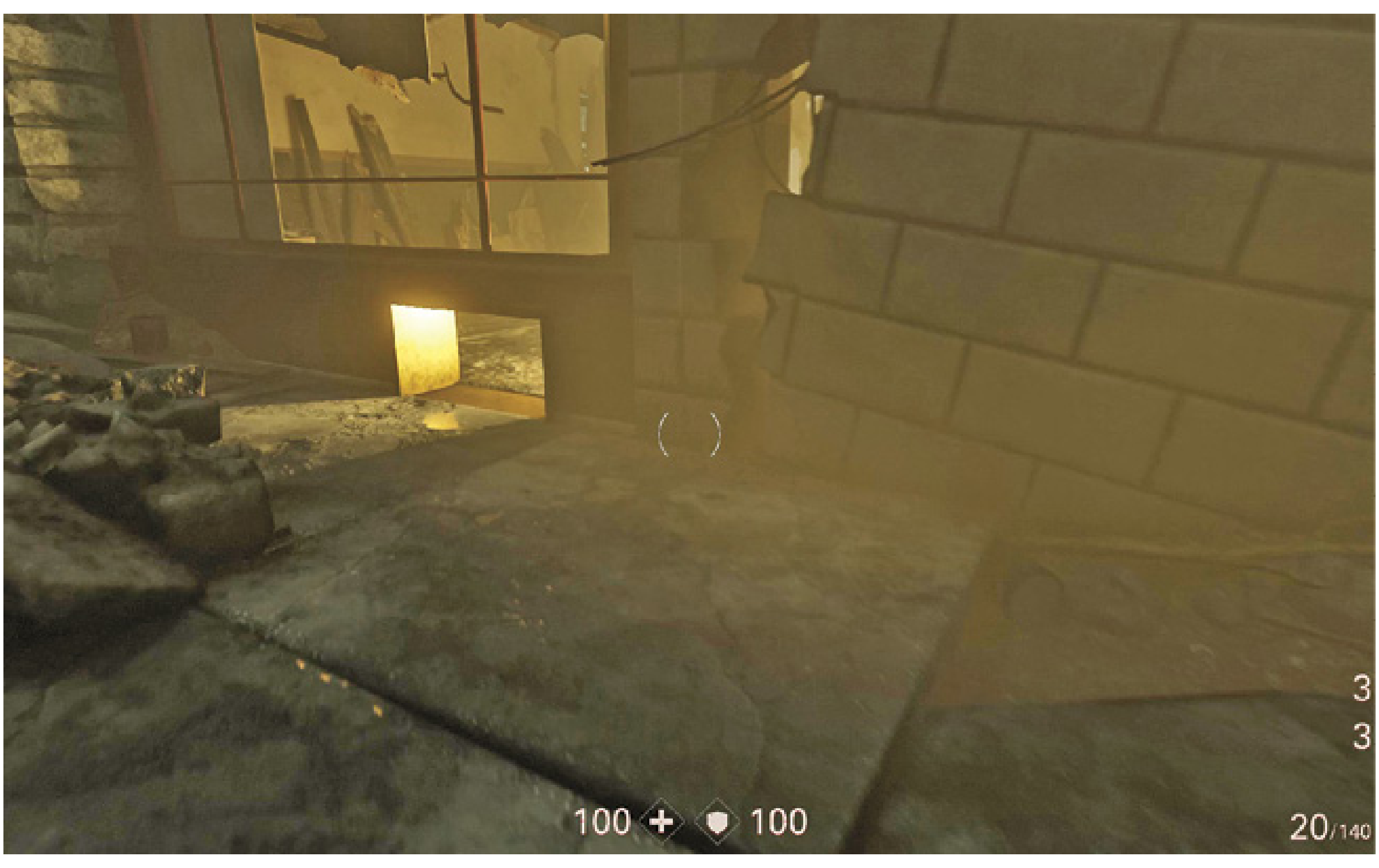


➤ *Ground Floor*

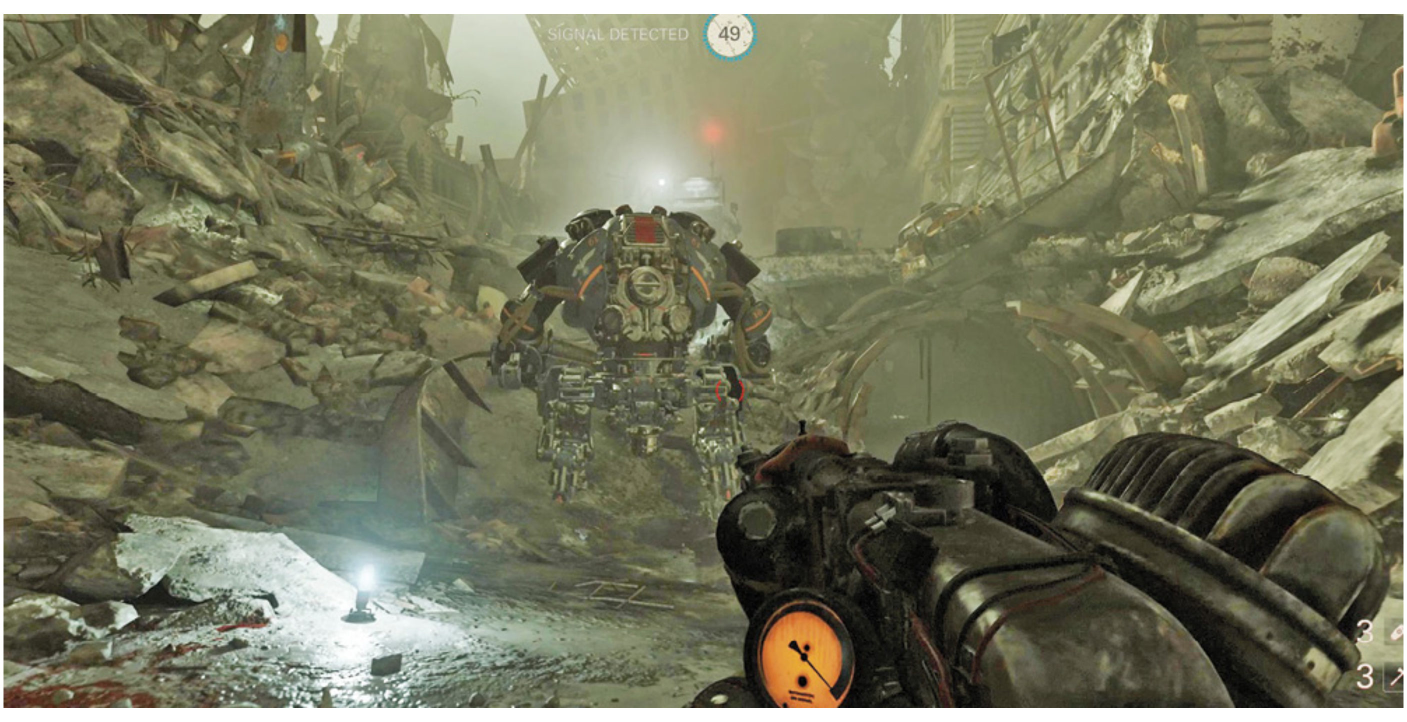


You got a death speech Uwe?

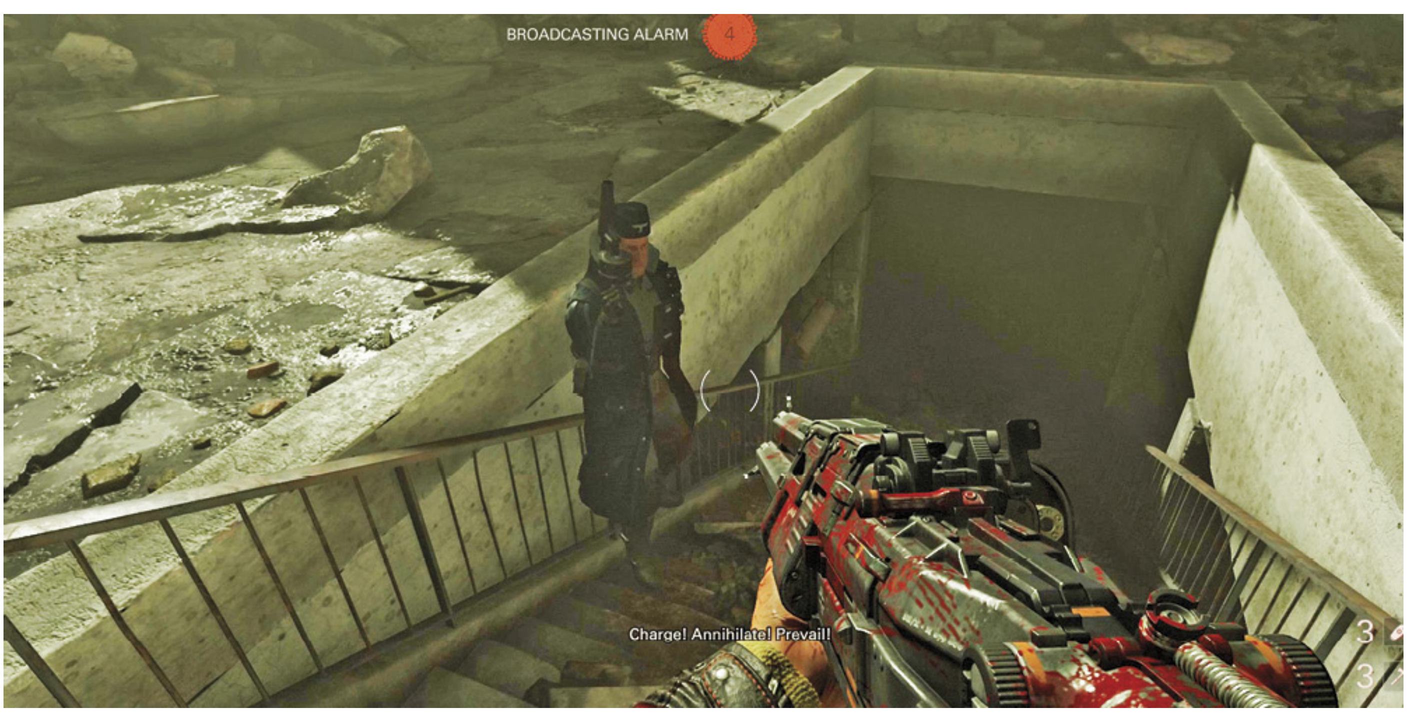
The Überkommandant in this mission is at the subway entrance, setting up a Zitadelle. You begin in the ruins of the State Building. Defeat the guards and deal with some Drones before dropping to ground level and clearing out the remaining enemies.



Eliminate more enemies as you make your way to the main building that leads to the subway. It's in worse shape than when you were here before. Go down the alley and get ready to use your contraption. For example, if you have the Constrictor Harness, look for a small opening to squeeze through and into the building. Watch out for Kampfhunds and Soldiers inside. There's no need to go upstairs; just get to the door and get out.

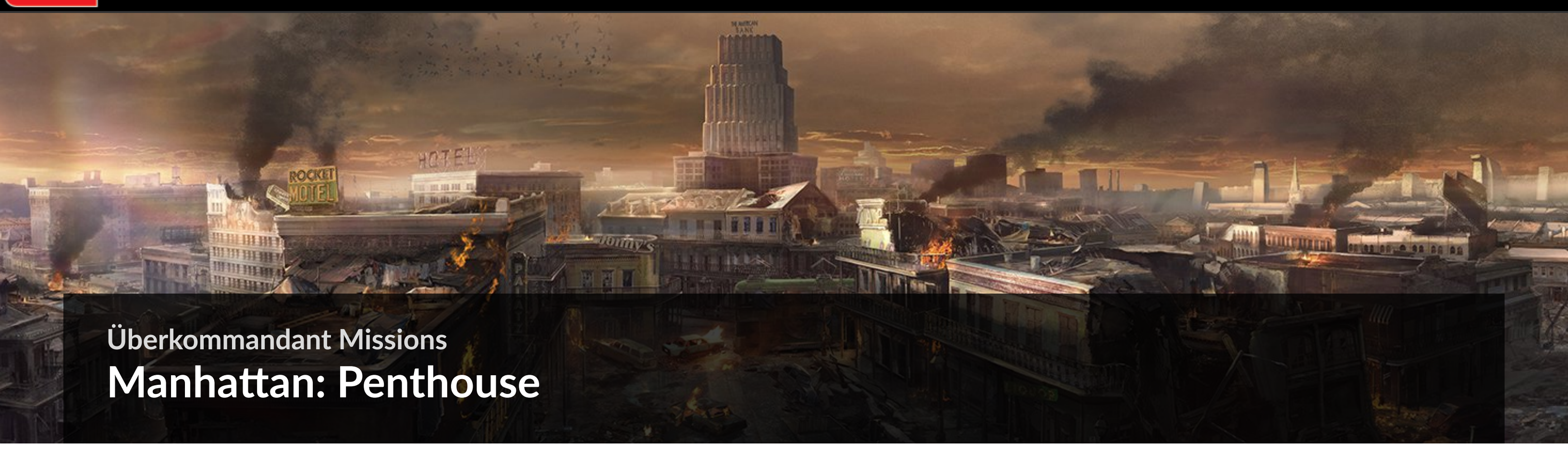


A Zitadelle stands between you and the subway entrance. Luckily for you, it has its back to you. Sneak up and target its right arm—the one with the Flamethrower. If you can destroy it, you can get in close where it can't use its Artillery Cannon. Destroy the Artillery Cannon arm or one of the legs to finish it off. Watch for Soldiers emerging from the subway to attack.



Charge! Annihilate! Prevail!

Advance into the subway, clearing out Soldiers as you go, until you find the Überkommandant. He may be in the subway or near the stairs leading to the Zitadelle control station. Kill the Überkommandant and collect the Death Card to complete the mission.



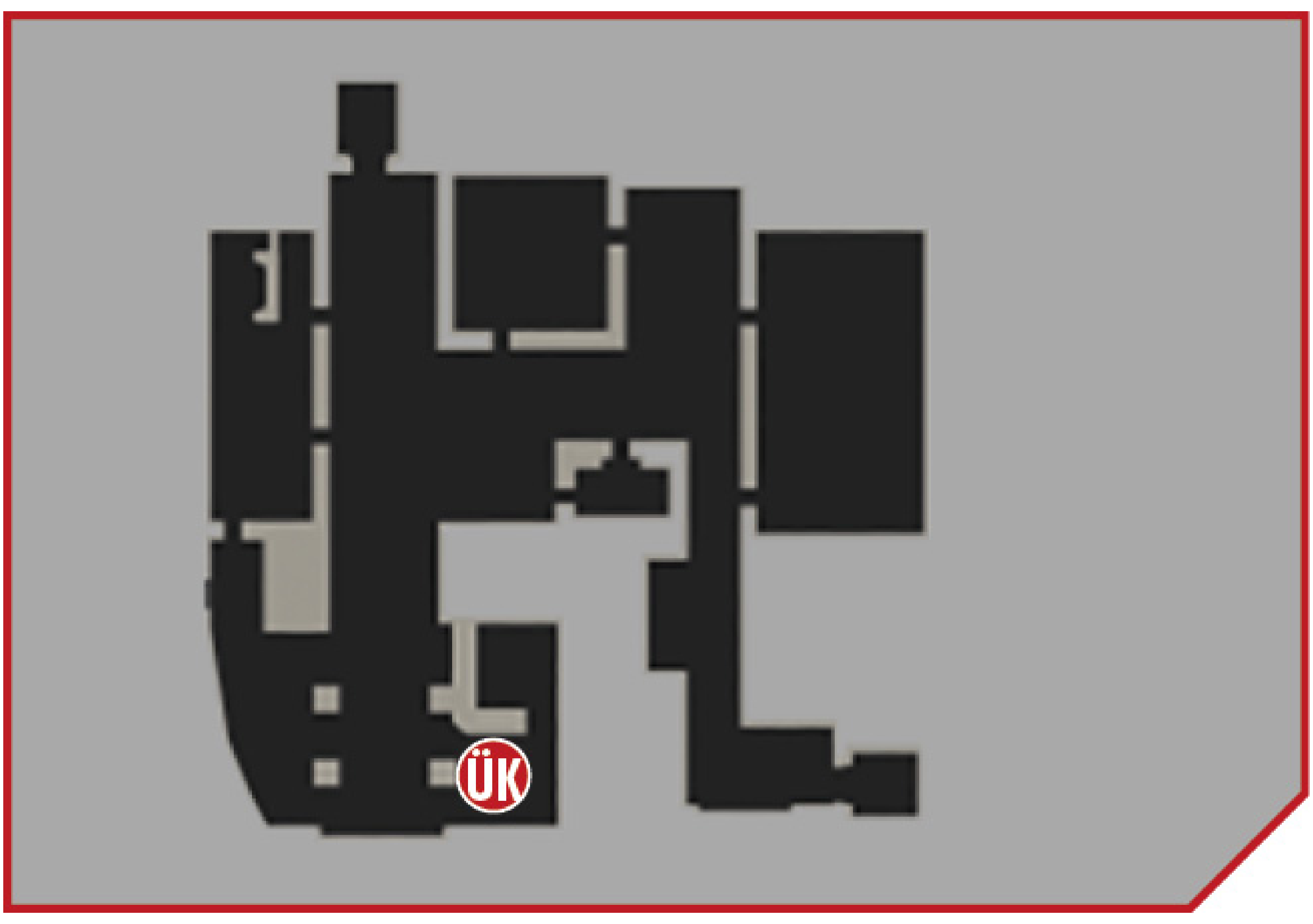
Überkommandant Missions

Manhattan: Penthouse

OBJECTIVE: ASSASSINATE LEOPOLD MEISSNER

Enigma Codes: 3

Special Requirements: —



➤ *Basement Level*

SIGNAL DETECTED
18
12
3
3

You begin this mission on the top level of the penthouse. There's a map right next to you if you need it. The level is clear of enemies, so don't worry about being seen here.

SIGNAL DETECTED
28
17
3
3

Head downstairs to the main level, where you find a couple of Soldiers with their backs to you. Either kill them silently or ignore them altogether. The key is not to sound the alarm. Two elevator shafts lead down to the basement level. The one at the back of the penthouse is your quickest route to the Überkommandant.

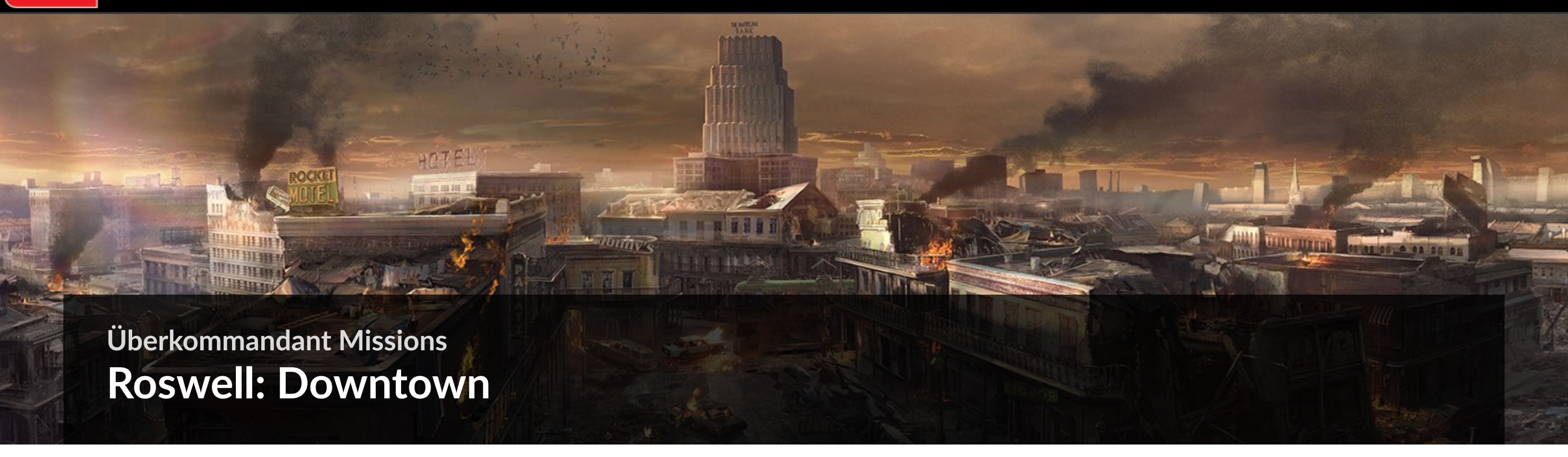
SIGNAL DETECTED
12
15
3
3

Drop down the shaft and move swiftly into the room on the right. Perform a stealth takedown on the guard here, then advance along the side of the basement level to avoid many of the Soldiers. A SuperSoldat is looking out a window, his back to you. Eliminate him as fast as possible, before he has a chance to fight back.

BROADCASTING ALARM
3
3

You'll get a bullet in your back if you don't stop blocking me!

Now that the alarm is sounding, use grenades and heavy weapons to clear out as many Soldiers as you can. The Überkommandant is near the counter, close to where the SuperSoldat was located. Since he's armed with Pistole, kill him quickly, then deal with the remaining Nazis. Don't forget to collect the Death Card before you head back to *Evas Hammer.*

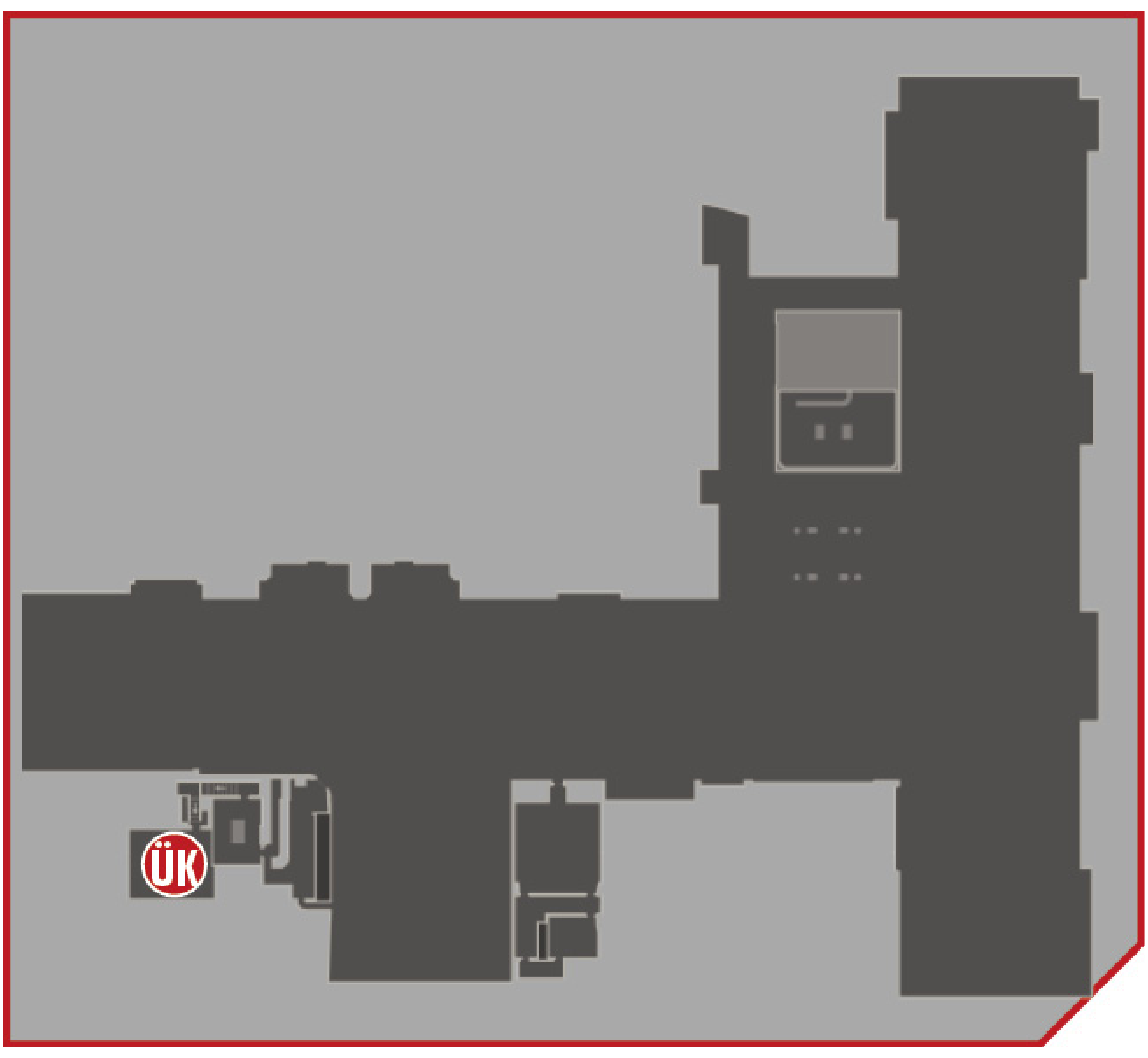


Roswell: Downtown

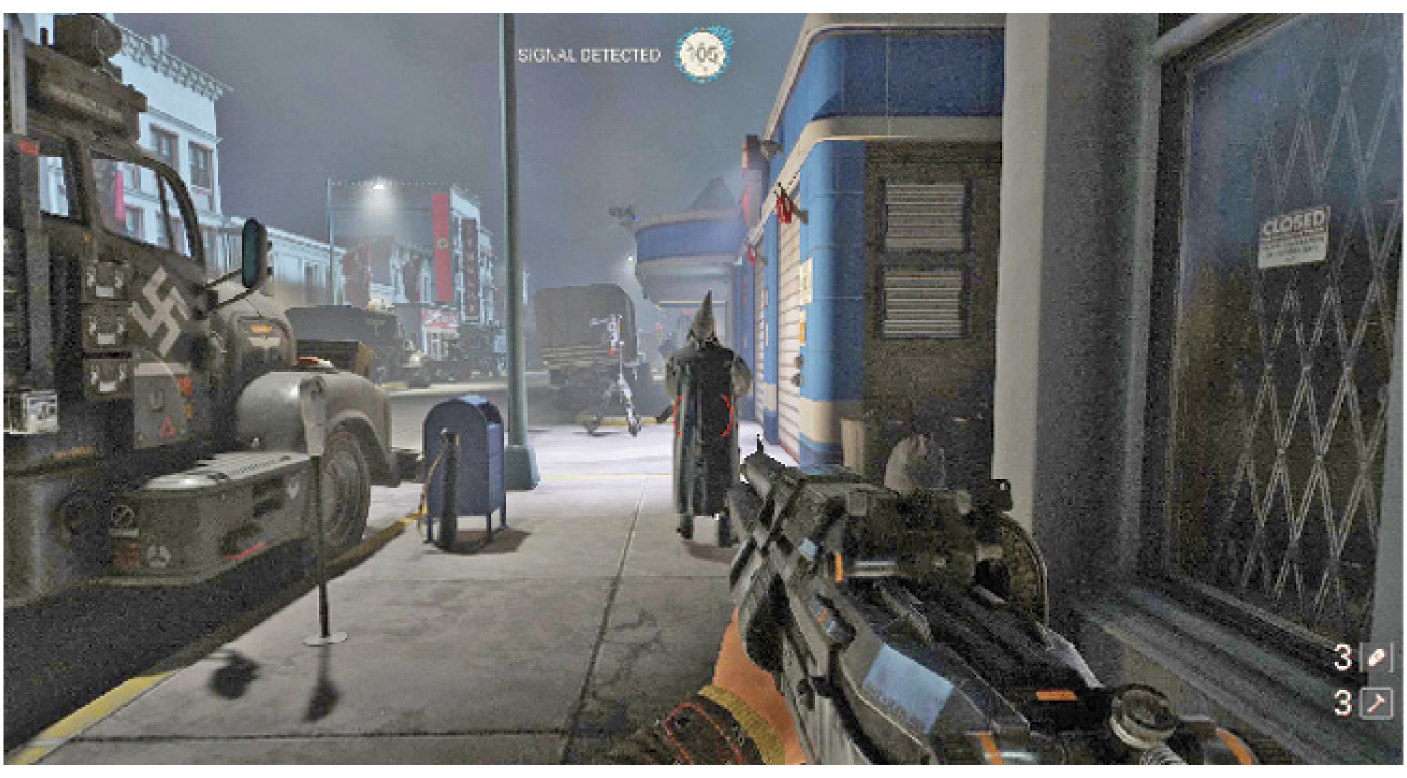
OBJECTIVE: ASSASSINATE JURGEN SCHLUSSER

Enigma Codes: 5

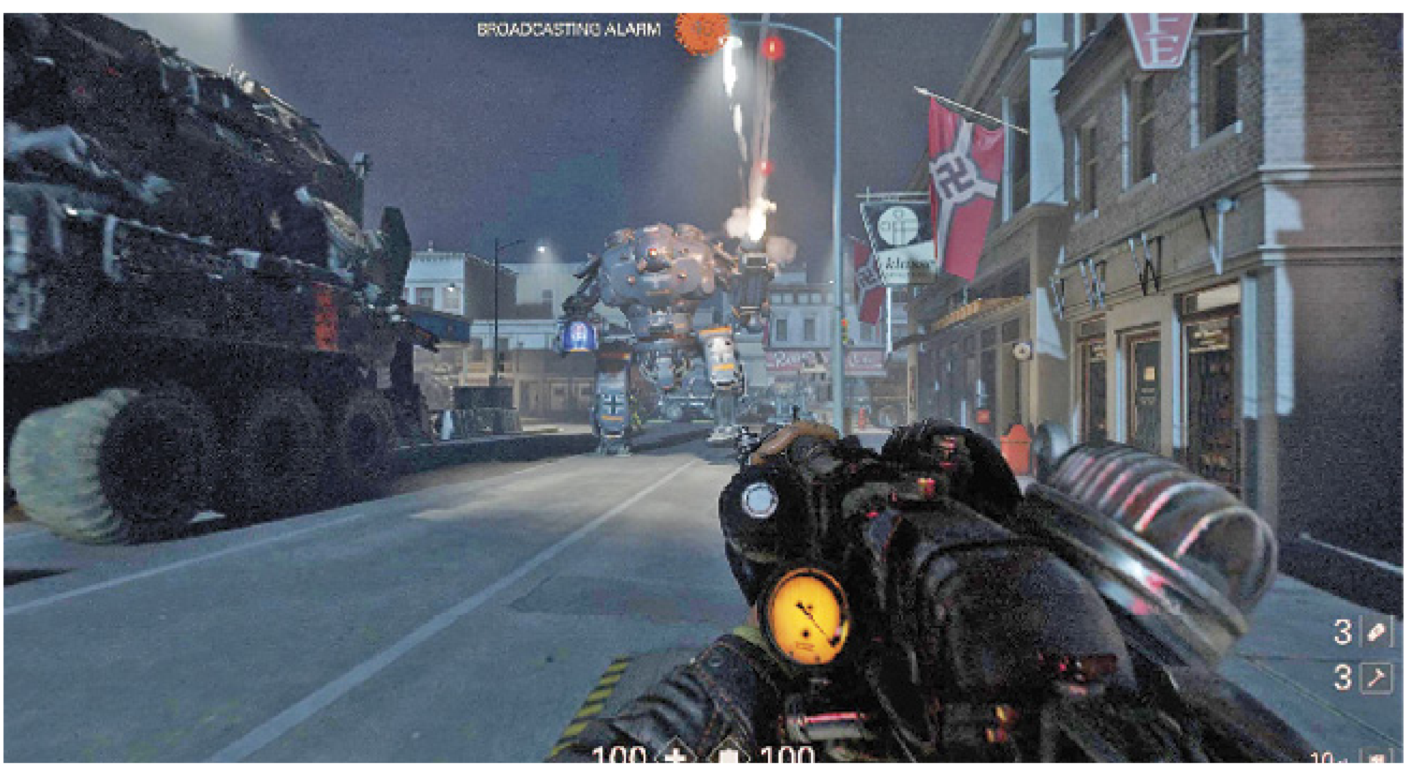
Special Requirements: Contraption



➤ *Roswell City*



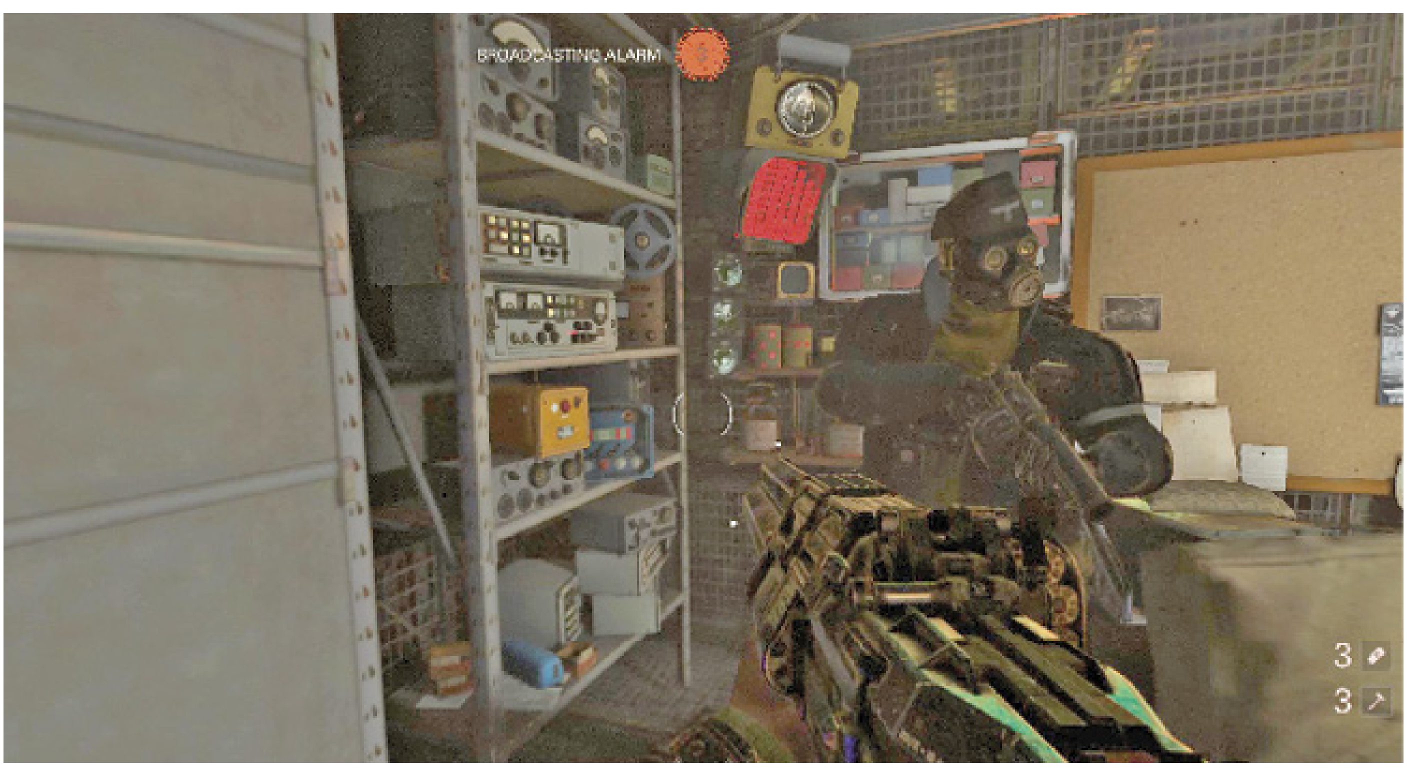
This map is relatively small, meaning the mission is not very long. You start out on the streets in the same spot where you start in the Campaign. This time around, it's nighttime. The streets are patrolled by Klan members and Drones. To stay quiet and avoid as much fighting as possible, go down the alley behind the gas station and use the troop transport for cover. Then rush toward the diner.



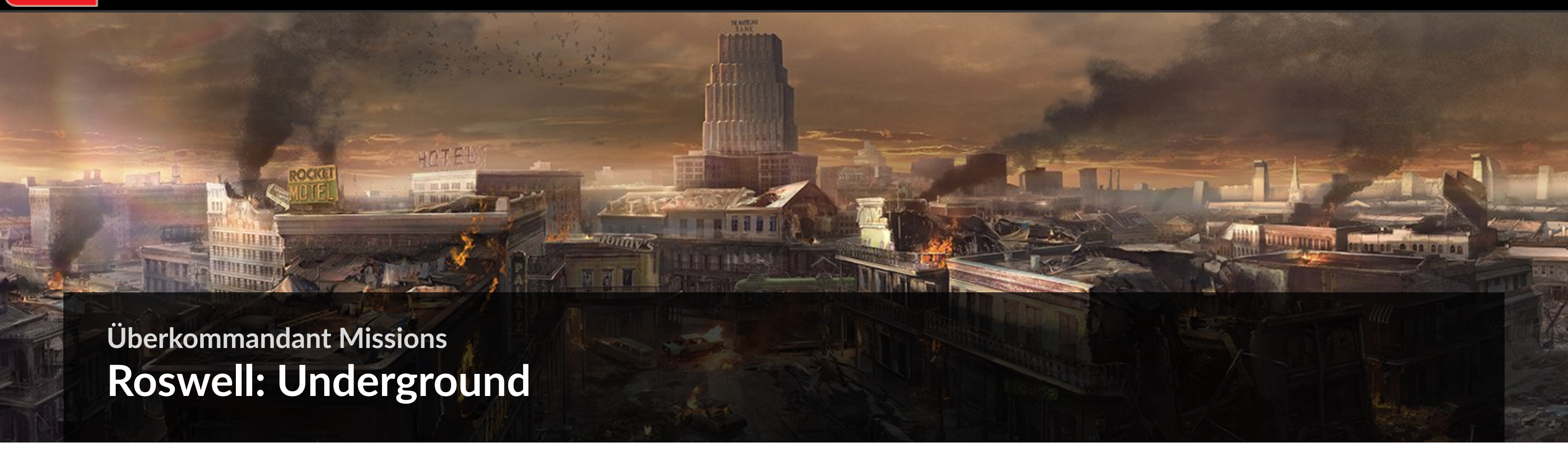
If you're aiming for the Collectibles in the gas station and the recording studio, expect a fight. Shoot out a window to enter the gas station. Beware: as soon as you do, the town goes on alert. There's a Zitadelle right in the middle of the street. Either run to avoid its fire or take it out. Use the troop transport as a shield from the Flamethrower while you attack its arms and legs.

BROADCASTING ALARM
3
3

You need to get into the diner. Either shoot open the diner door, or use your contraption for a stealthier approach. For example, a small opening lets you enter with the help of the Constrictor Harness.Once inside, kill the several Klan members in the kitchen.



Head through the kitchen and then downstairs. Check for Collectibles as you go—there are some in the kitchen and counter area, as well as down in the basement. The Überkommandant is also in the basement—rush down and kill him. Collect the Death Card and make your escape.

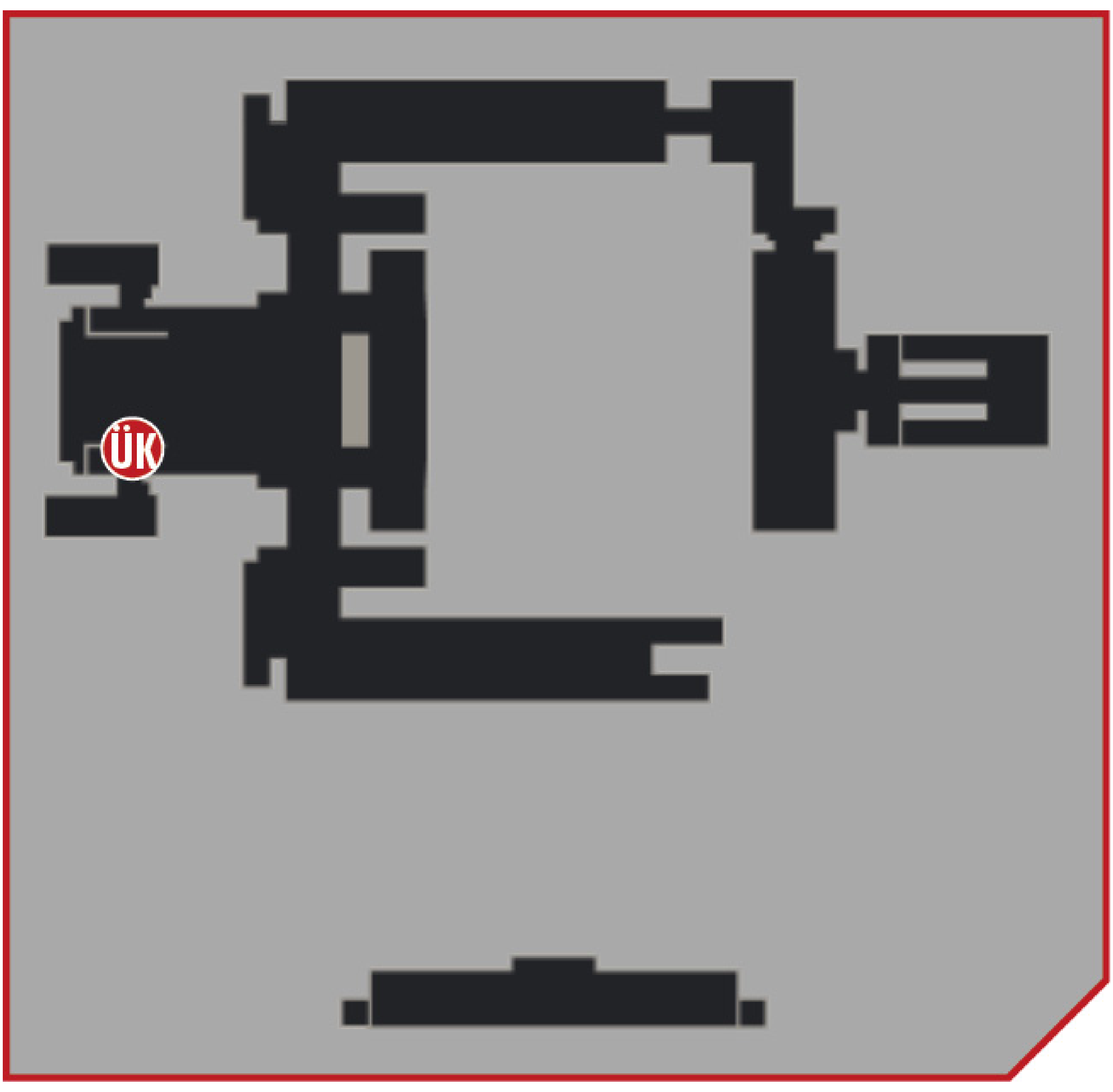


Roswell: Underground

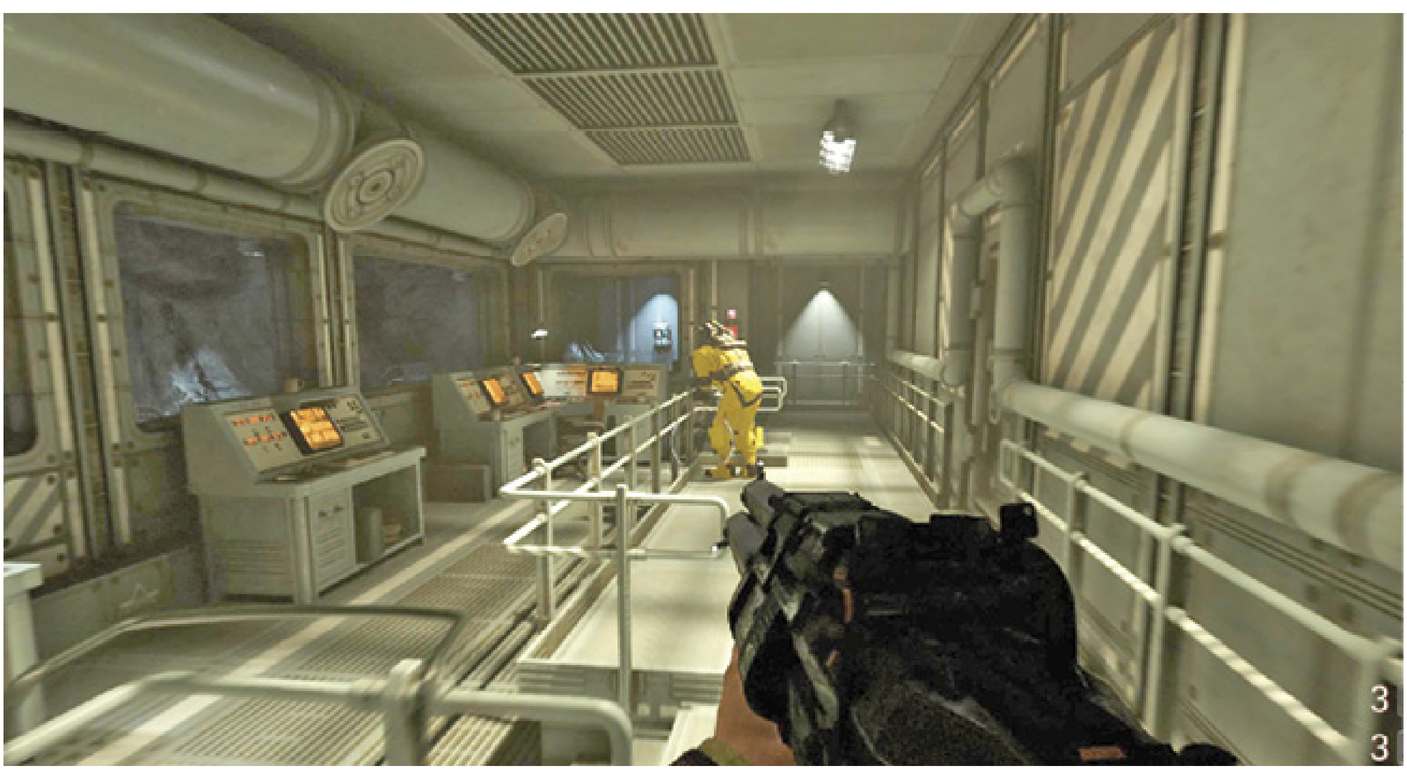
OBJECTIVE: ASSASSINATE FRIEDRICH BAUMGARTNER

Enigma Codes: 4

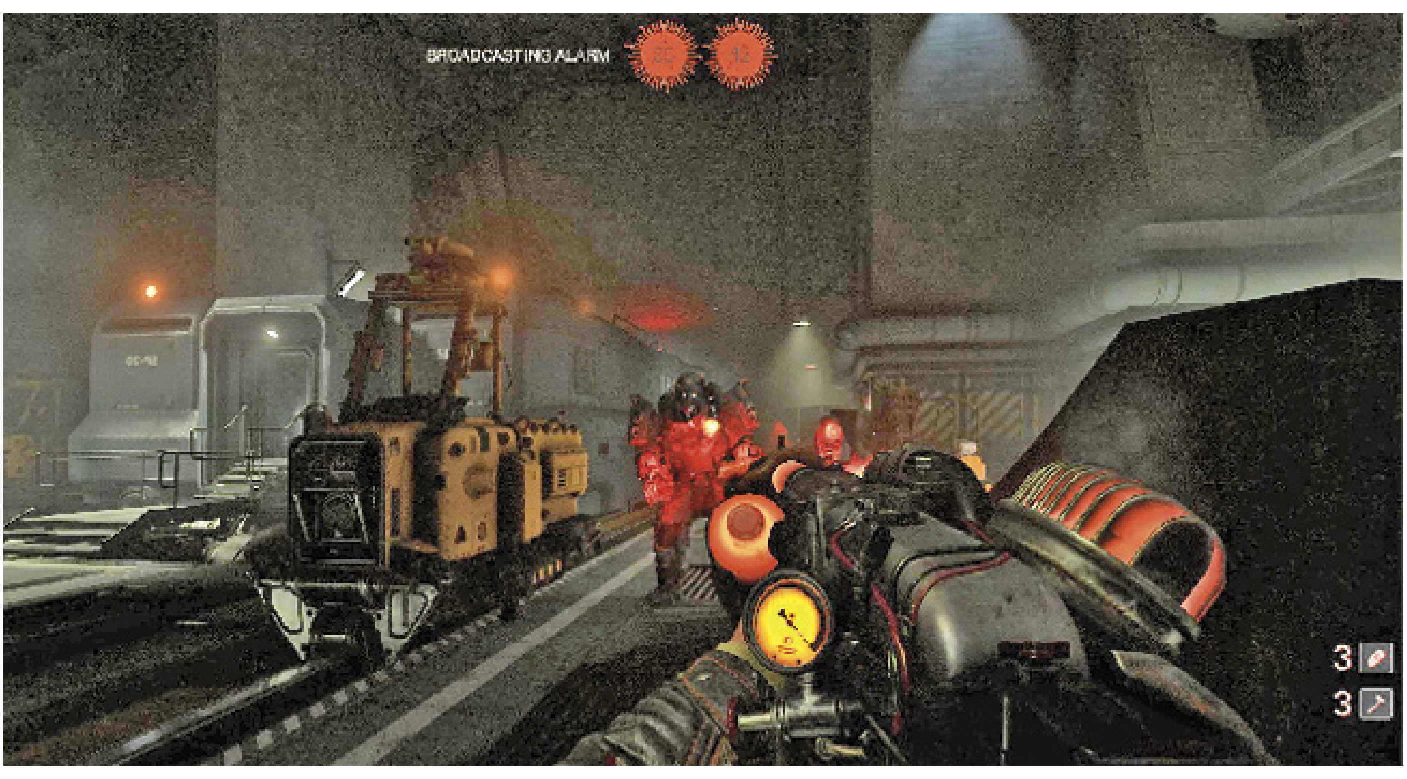
Special Requirements: —



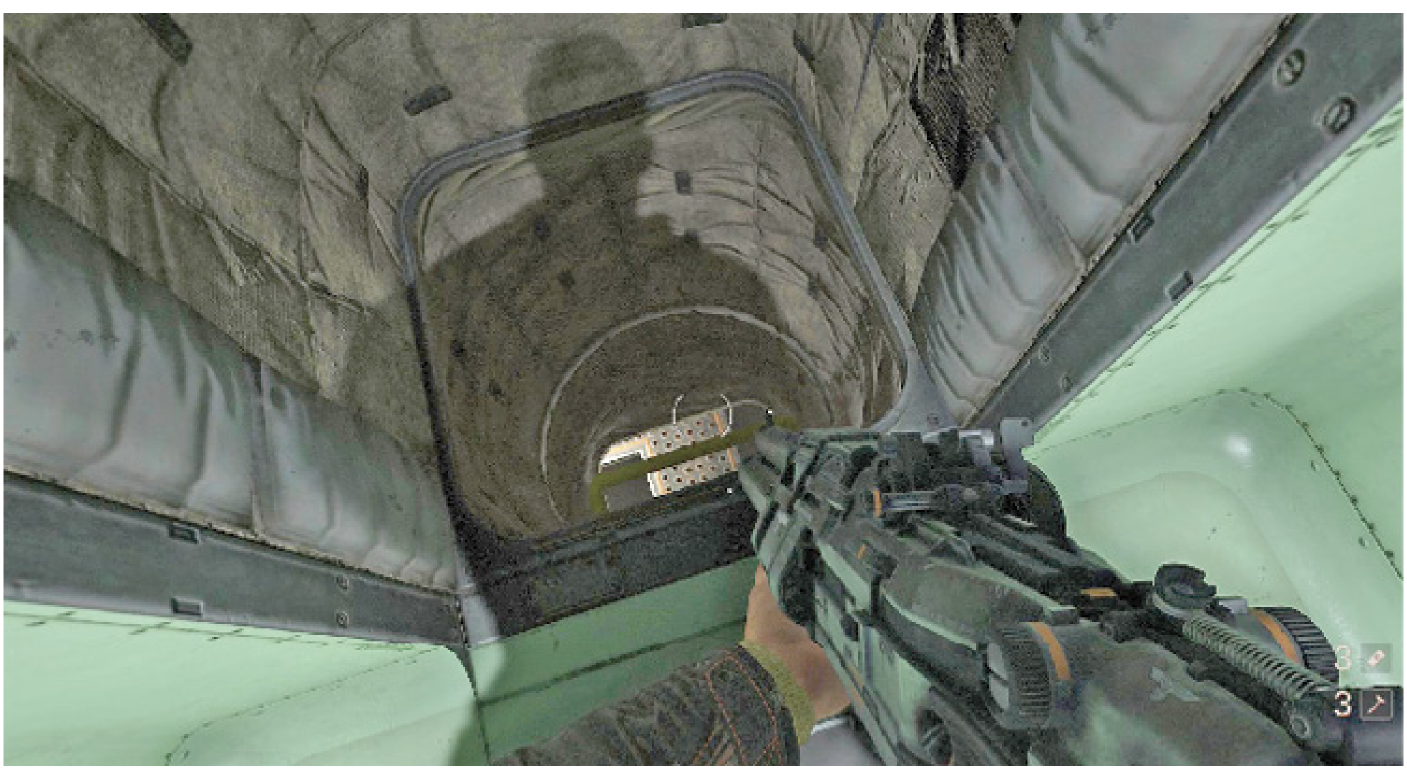
➤ *Train Station Catwalk Level*



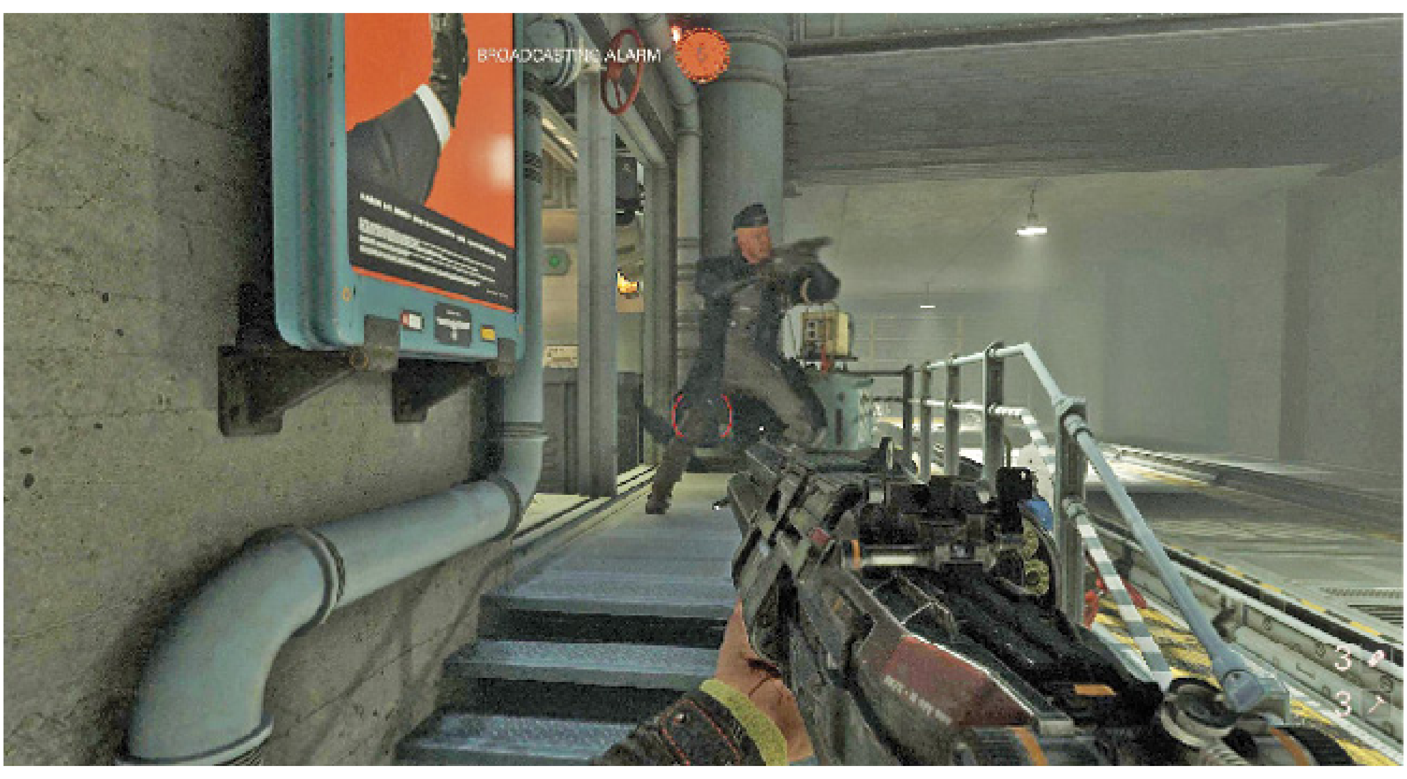
This is a large level, but the first part of the mission is linear. You start out descending in an elevator. Follow the walkway to a control room and clear it out. Continue advancing and clearing as you make your way down to the lower level where the train tracks are located. There are several stations for refueling/recharging your heavy weapon, so use them.



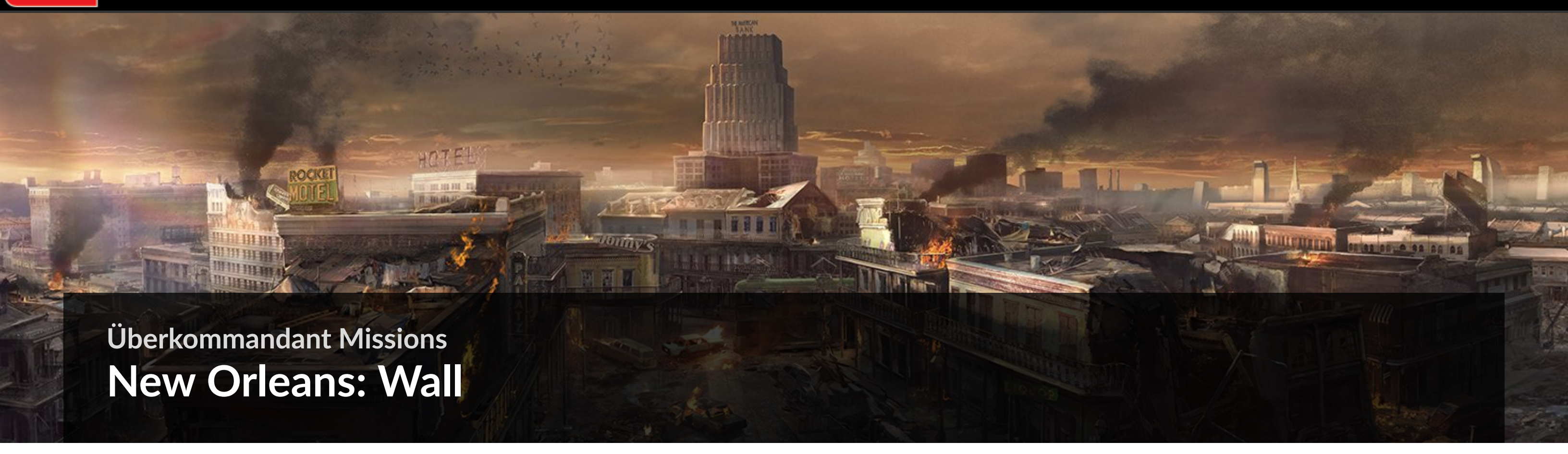
The track area is large and brimming with enemies, including SuperSoldaten, ÜberSoldaten, Soldiers of all types, and a couple of Kommandants. You have two options: make a stand and clear them all out, or fight your way to the train car.



Go up the steps and enter the train car. Here you must fight off more enemies. Continue all the way to the end, then climb down the ladder to the crawl space below the train. At the end of the crawl space, jump up into another train car and advance to the end to emerge at the underground train station.



Numerous enemies patrol the train station, including a Zitadelle. Keep in mind, however, that you only need to kill the Überkommandant. Stay to the left and ascend the first flight of stairs. Make your way toward the two small control rooms on this level. A SuperSoldat blocks your way. Quickly take him out, then rush for the Überkommandant, who is in or near one of the control rooms. Watch out for Kampfhunds in the area—they run and attack rapidly. As soon as you take out the Überkommandant, grab the Death Card and duck into a control room, then call in an extraction to *Evas Hammer* to avoid having to fight off everything else.



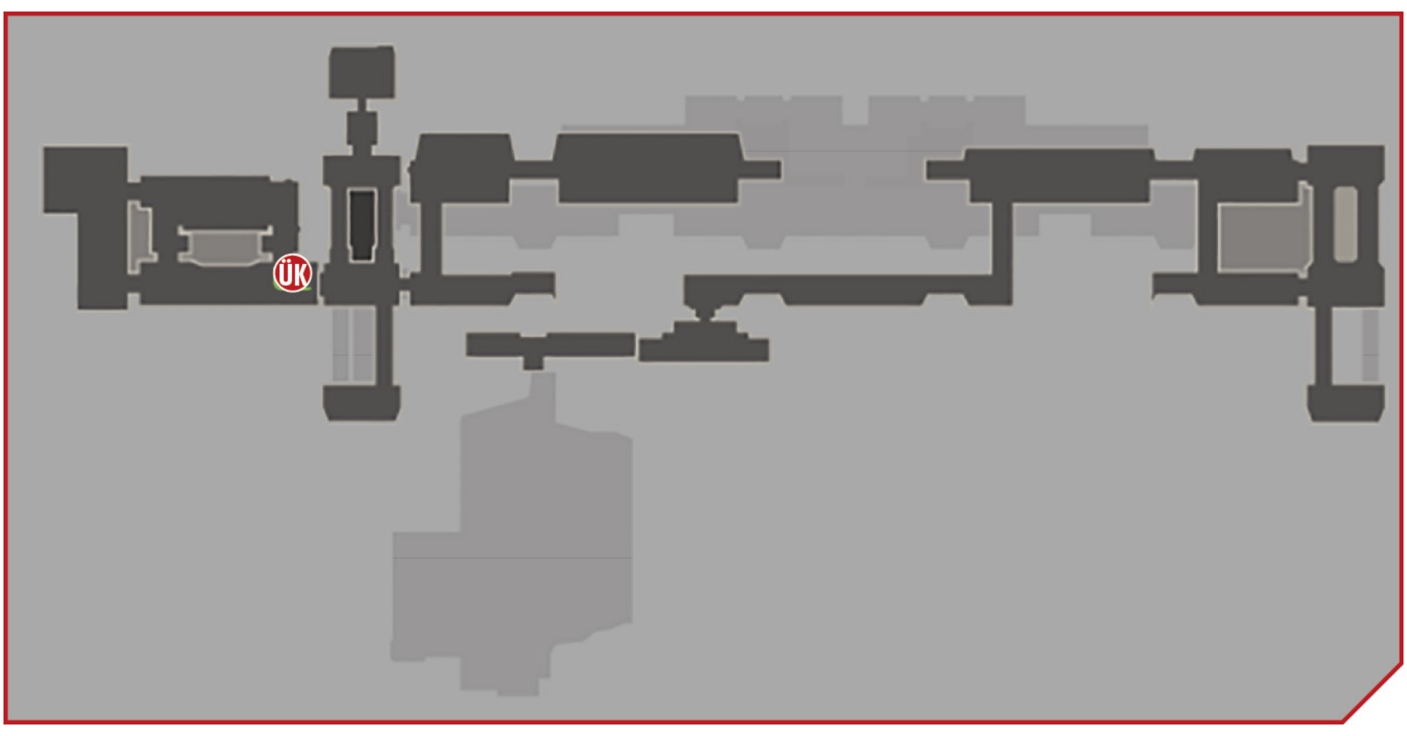
Überkommandant Missions

New Orleans: Wall

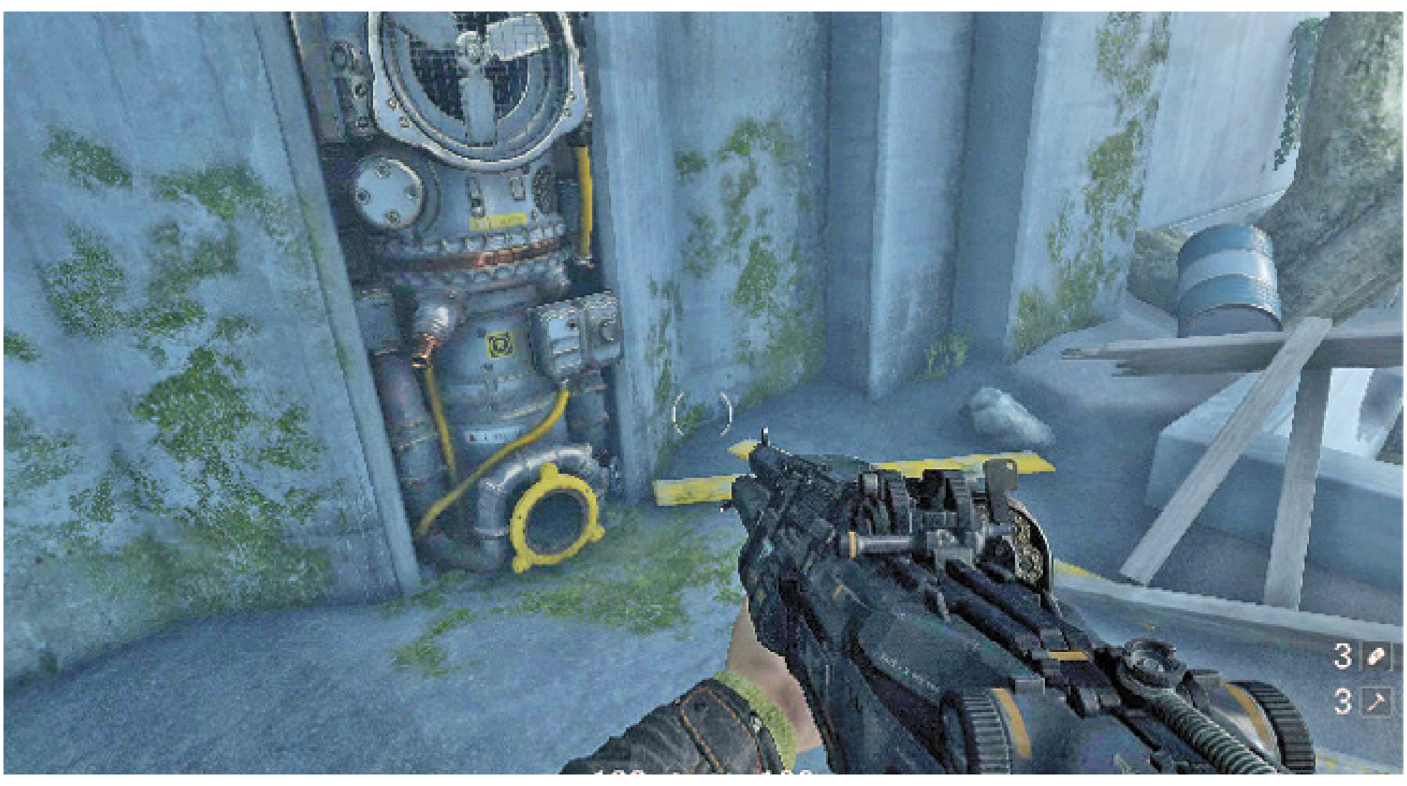
OBJECTIVE: ASSASSINATE OTTO ACKERMANN

Enigma Codes: 5

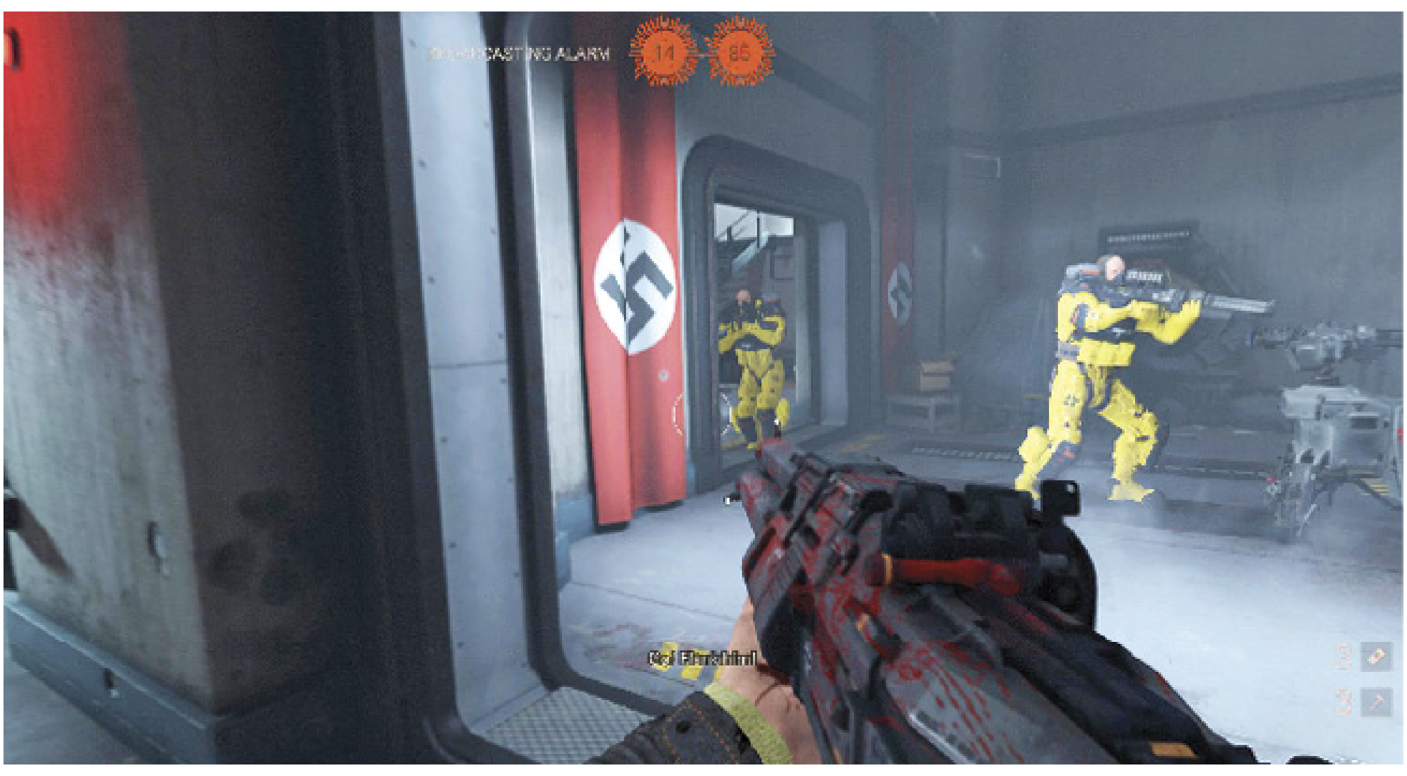
Special Requirements: Contraption



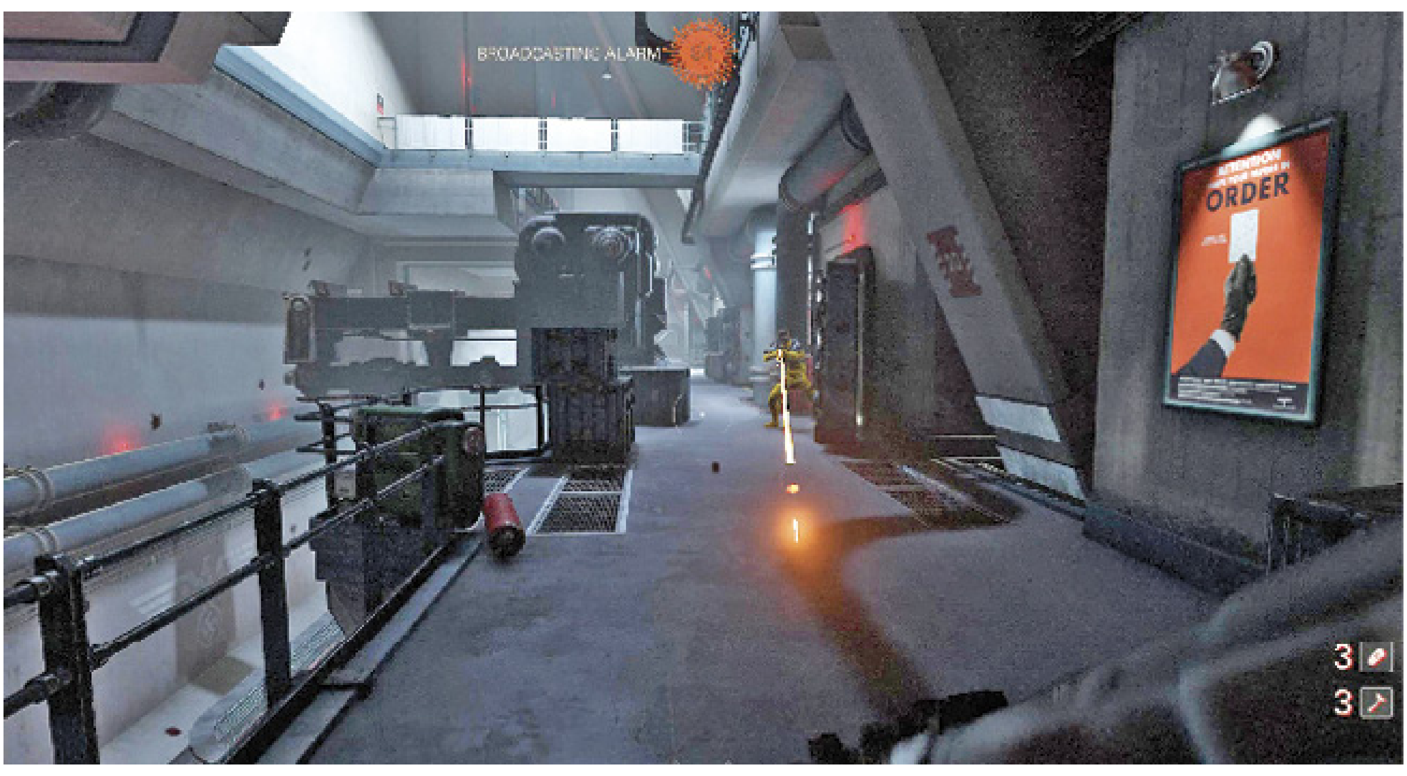
➤ *Wall Interior*



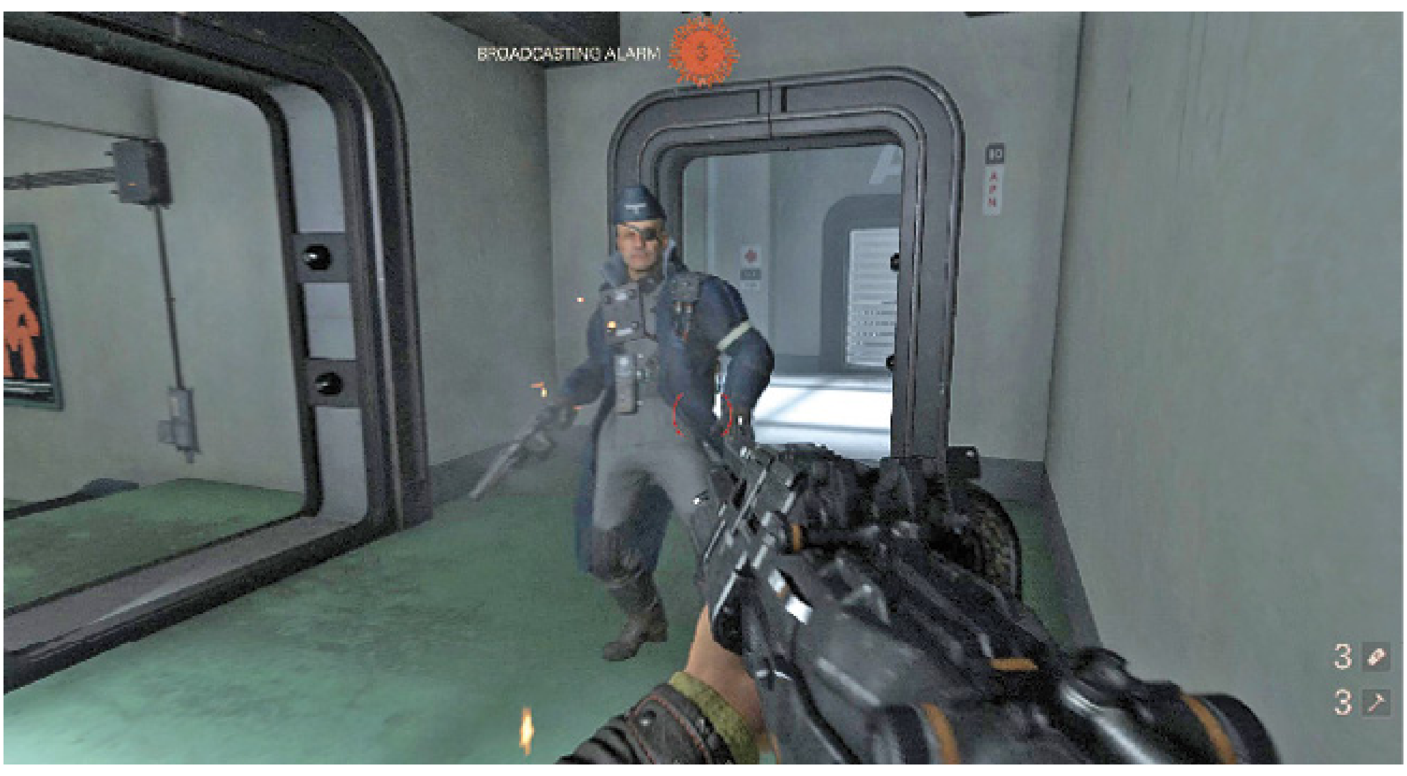
You start this mission in the town outside the wall. While you can enter the same way you did in the Campaign, there are a lot of enemies waiting for you. Instead, look for a way to use your contraption. For instance, there's a spot on the other side of the alligator farm building where you can use the Constrictor Harness's ability to move through a pipe. This puts you into the wall on the lowest level.



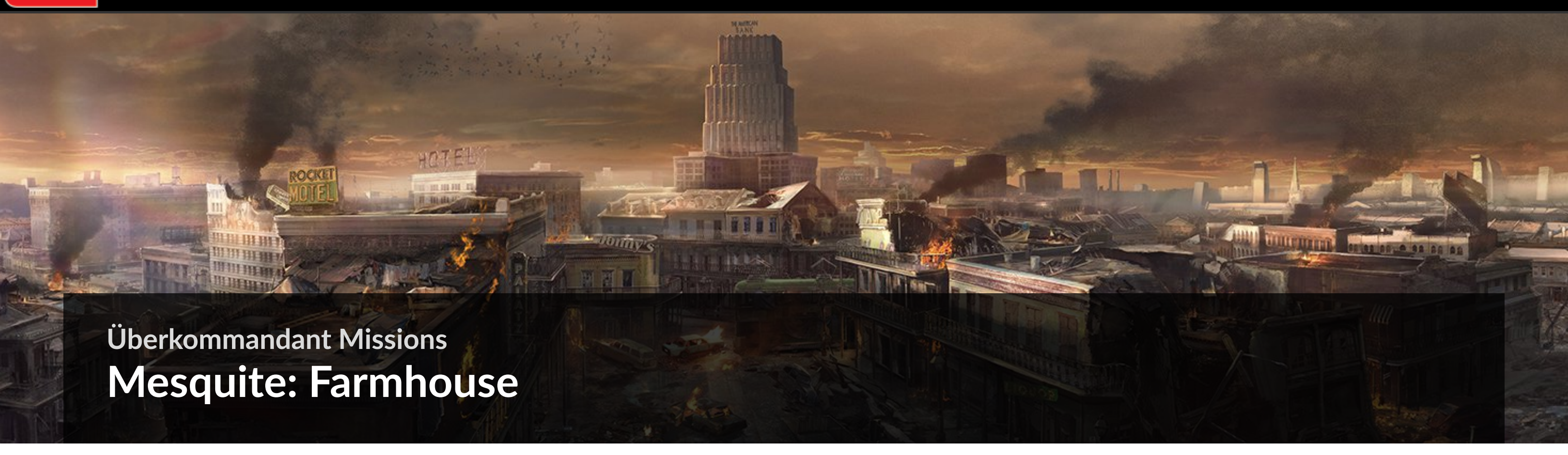
Head right, using cover as you go to avoid the Lasergewehr turret at the end. Rush up the stairs to clear out the Soldiers at the turret, then continue up the nearby stairwell to the next floor.



Advance along the first floor, clearing out enemies along the way. Use the control rooms on the side to avoid several enemies. Your goal is to reach the far end and take the stairwell up to the second floor.



The Überkommandant is in the section at the top of the stairwell. Kill him and grab the Death Card. Also check for a few Collectibles in this area that are only available during this mission. Once you have what you need, return to *Evas Hammer.*

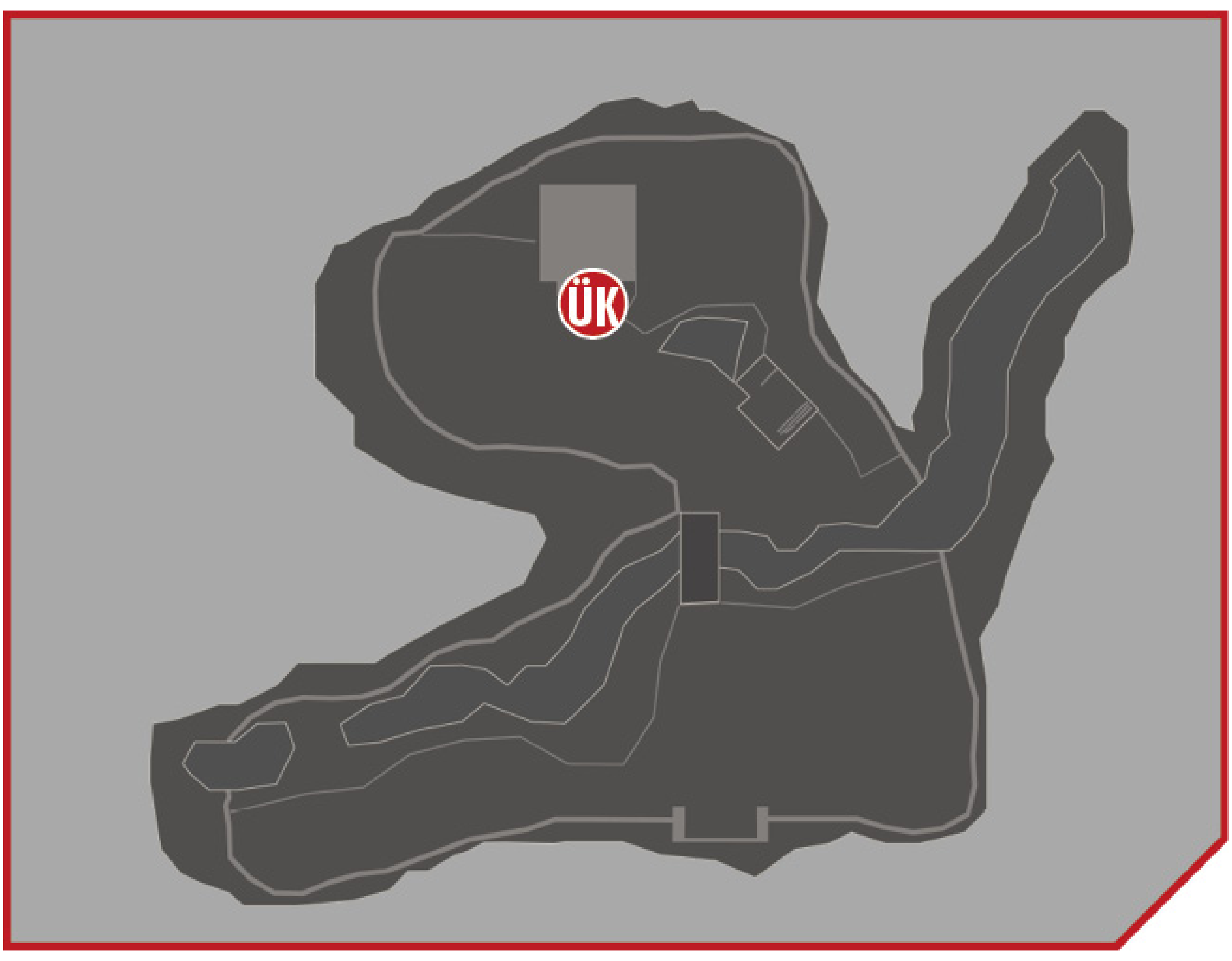


Mesquite: Farmhouse

OBJECTIVE: ASSASSINATE ERICH EBERHARDT

Enigma Codes: 6

Special Requirements: —

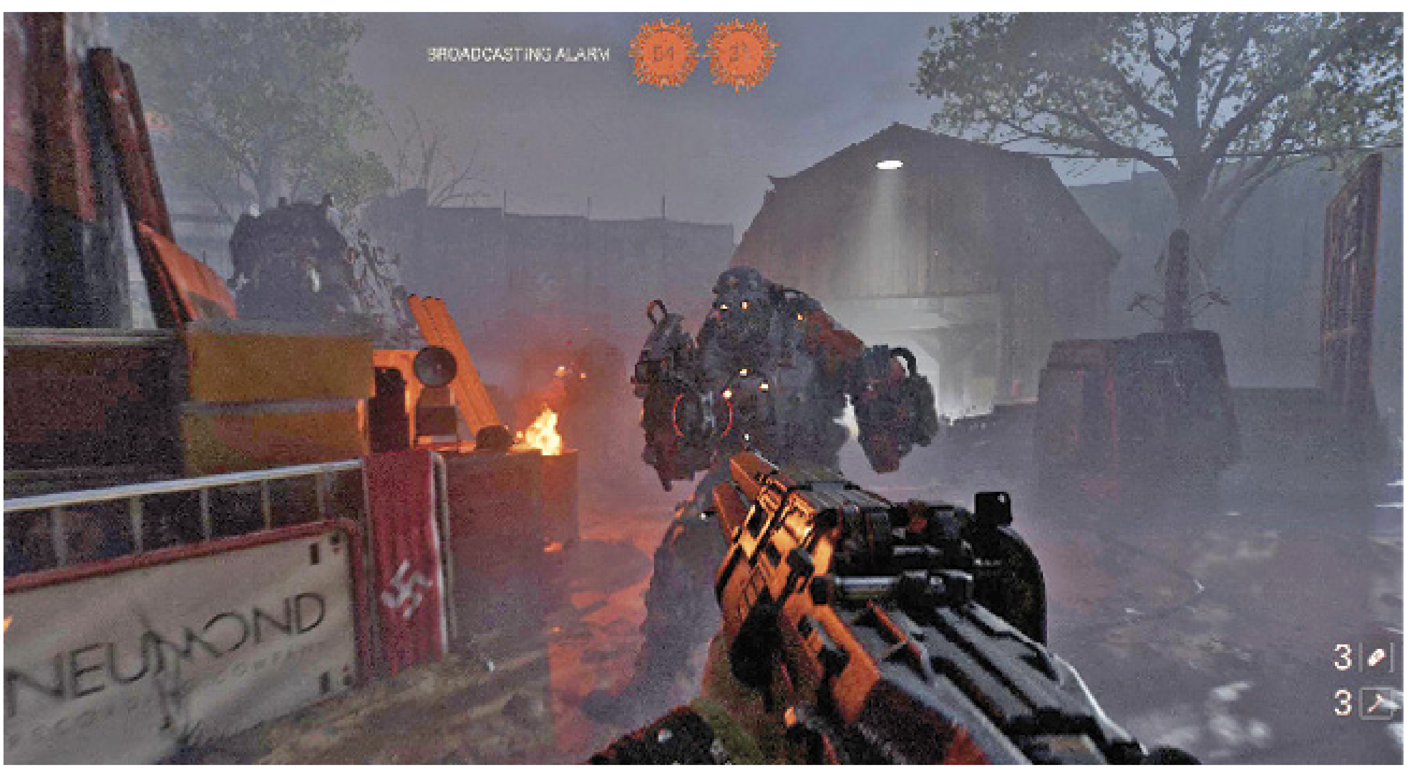


➤ *Farmhouse Film Set*

Blazkowicz's home has been turned into a film set for the background of the Terror-Billy movie. You must infiltrate the set and kill the Überkommandant leading this effort. To find a few Collectibles, move forward from your starting point and take the stairs up into a couple of small rooms along the wall.

BROADCASTING ALARM
3
3

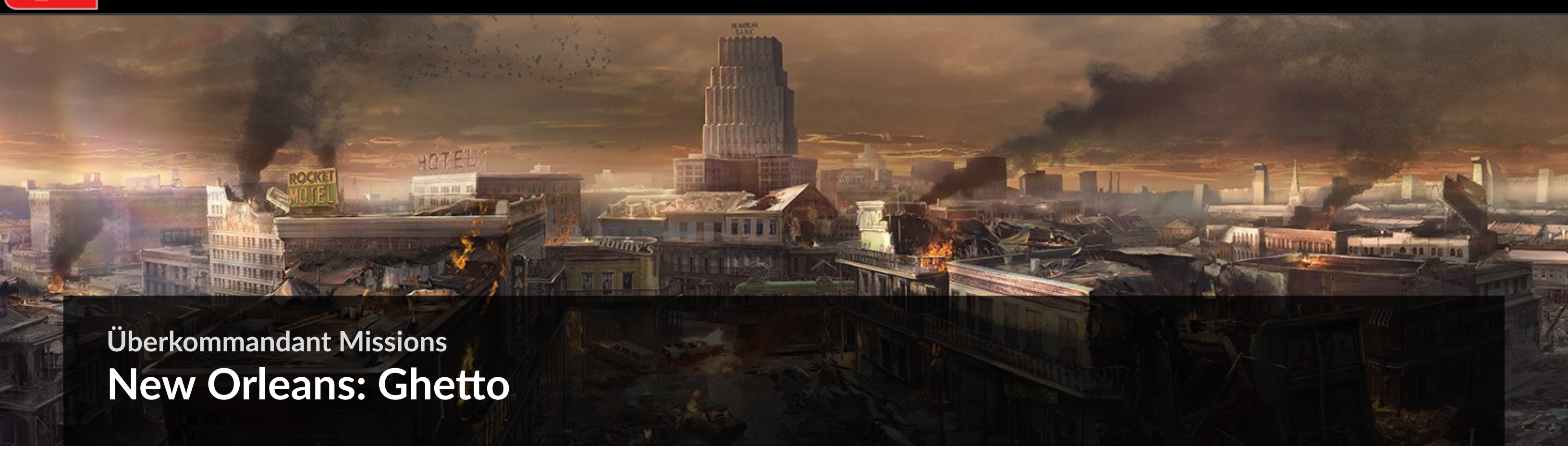
Use stealth as long as possible to clear out Soldiers without sounding the alarm. If you carefully follow the wall, you can make it to the farmhouse. Eventually, though, the alarm sounds and everyone comes at you. Expect a couple of SuperSoldaten and some Drones in addition to Kampfhunds and Soldiers.



The Drones are usually on you quickly once the alarm sounds. Shoot them down as you take cover, then get ready for masses of Soldiers and the couple of SuperSoldaten.

BROADCASTING ALARM
3
3

Unlike in some of the other missions, this Überkommandant is not hiding in a basement or control room. He's out fighting alongside his men. You can find him in the area between the farmhouse and the stable. Once you neutralize him and grab the Death Card, seek out some cover and call in for a ride back to *Evas Hammer*.



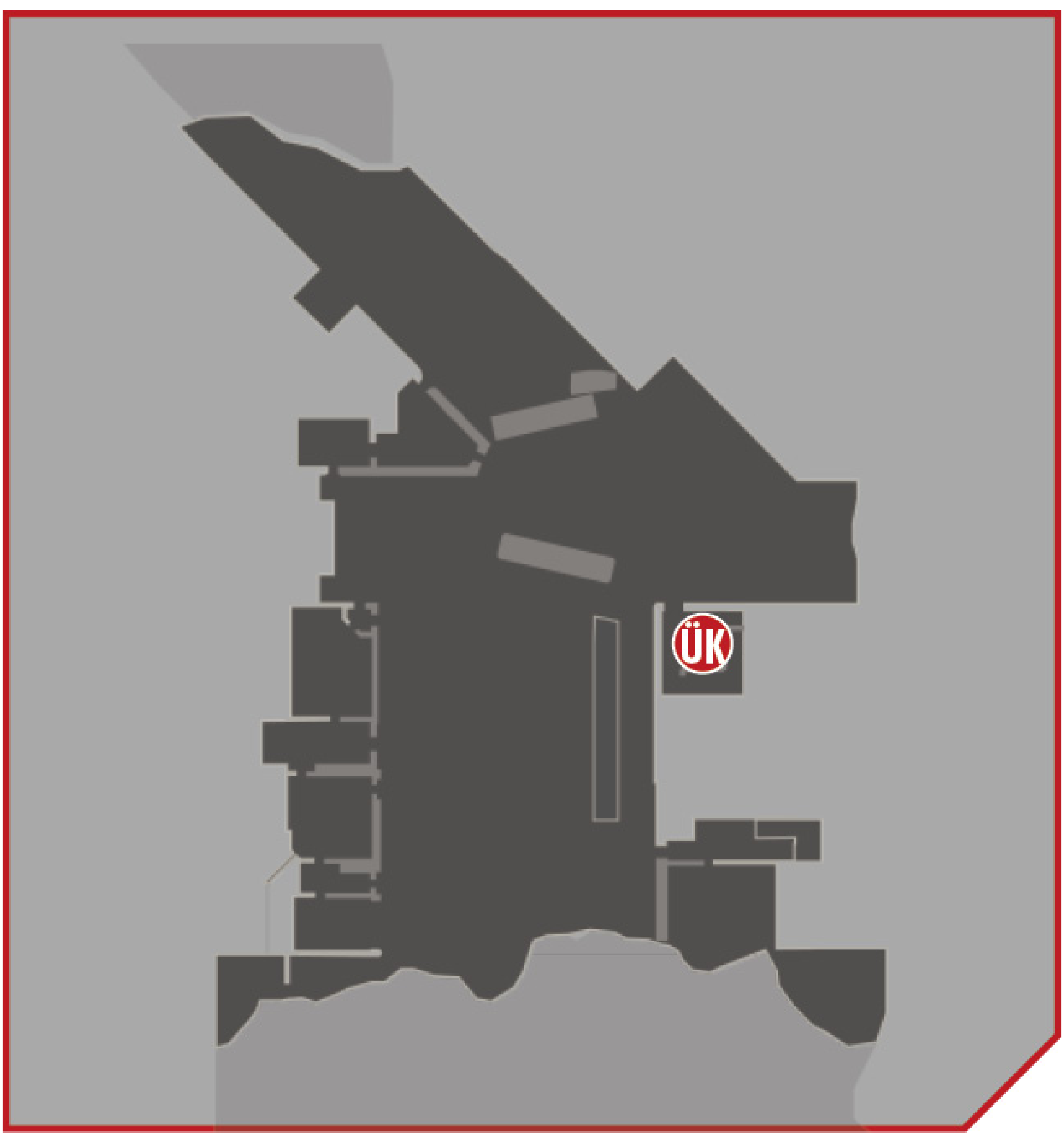
Überkommandant Missions

New Orleans: Ghetto

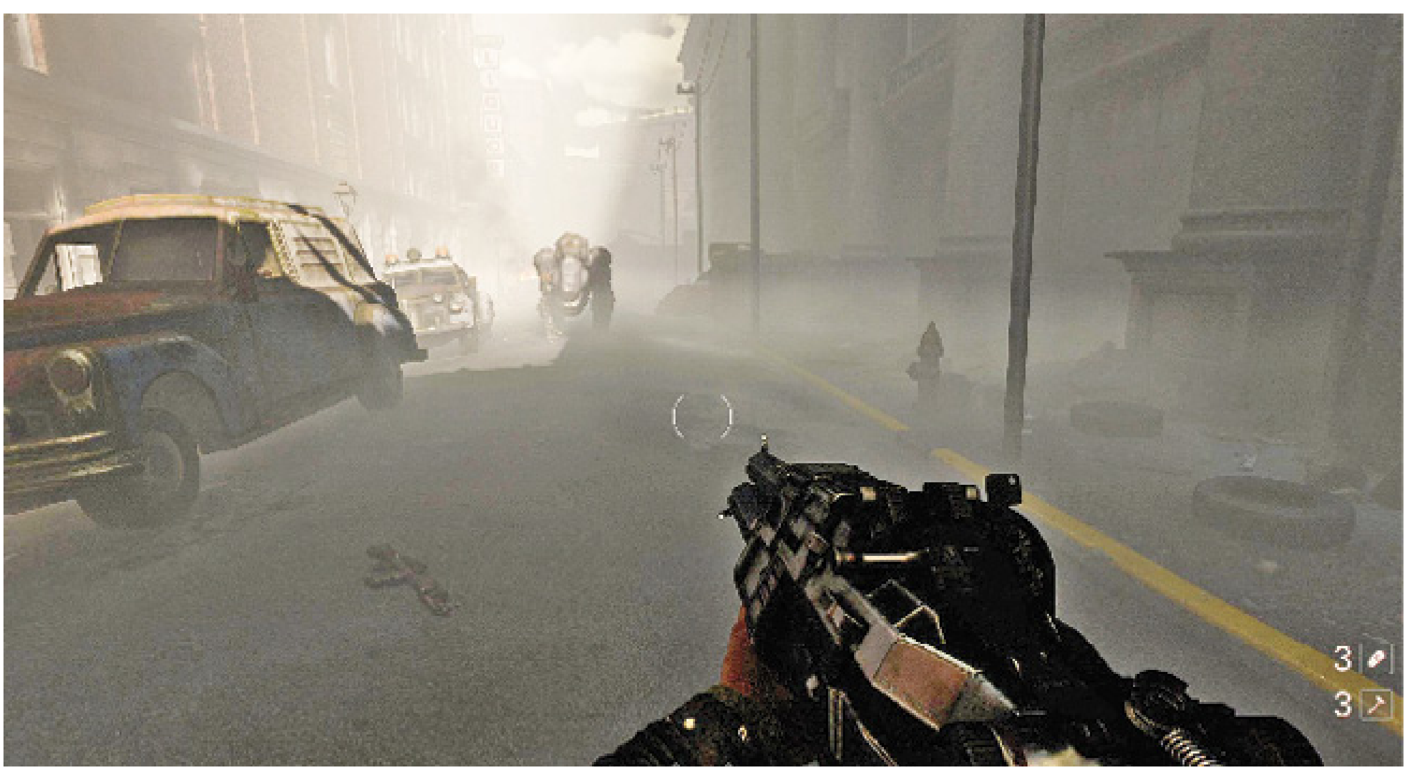
OBJECTIVE: ASSASSINATE VICTOR KREUGER

Enigma Codes: 5

Special Requirements: Contraption



➤ *Ghetto*



This is an incredibly difficult mission. Before you attempt it, strongly consider upgrading several of your weapons. You begin on the street near the American Bank. Expect to see a Panzerhund and SuperSoldaten, plus Soldiers all over the place. You have little cover, so rush along the sidewalk and enter the building through a hole in the wall as fast as you can. Blast open a steel door to access the stairwell and emerge into the shantytown.

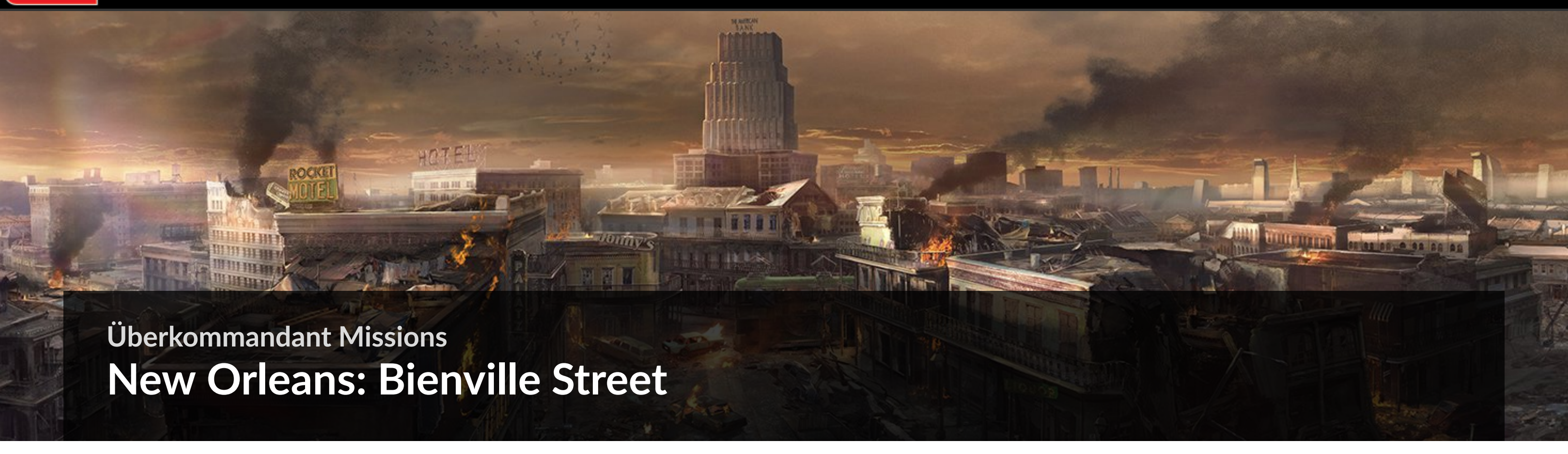
BROADCASTING ALARM

The shantytown is empty. However, once you crawl under the gate into the roundhouse yard, stay alert. Keep to the left and move along the wall to get into the roundhouse. There's a Zitadelle in the yard, so keep cover between you and it. You have to fight SuperSoldaten and Soldiers, but once you enter the roundhouse, you're safe from the Zitadelle.

Advance through the roundhouse to the stairs leading into the streetcar repair facility. Drop onto the streetcar, then from there down to the ground floor. Move along the wall and up the stairs. Silently kill the Soldier at the top to maintain stealth, then exit this area to the stairwell that takes you back down to the ground floor. Blast open a steel door to get out of the building.

BROADCASTING ALARM

Swim across the river and emerge on the left side. Maintain stealth as long as possible—silently kill the Soldiers you encounter. Go through the building near the wrecked bus. A couple of Panzerhunds patrol the streets, so stay away from them. They move slowly, but their Flamethrowers are a serious threat. As you exit the building, circle to the left to reach the bar where the Überkommandant is located. Kill him, grab the Death Card—along with some Collectibles in this building—then take cover while you call for an evacuation to *Evas Hammer.*



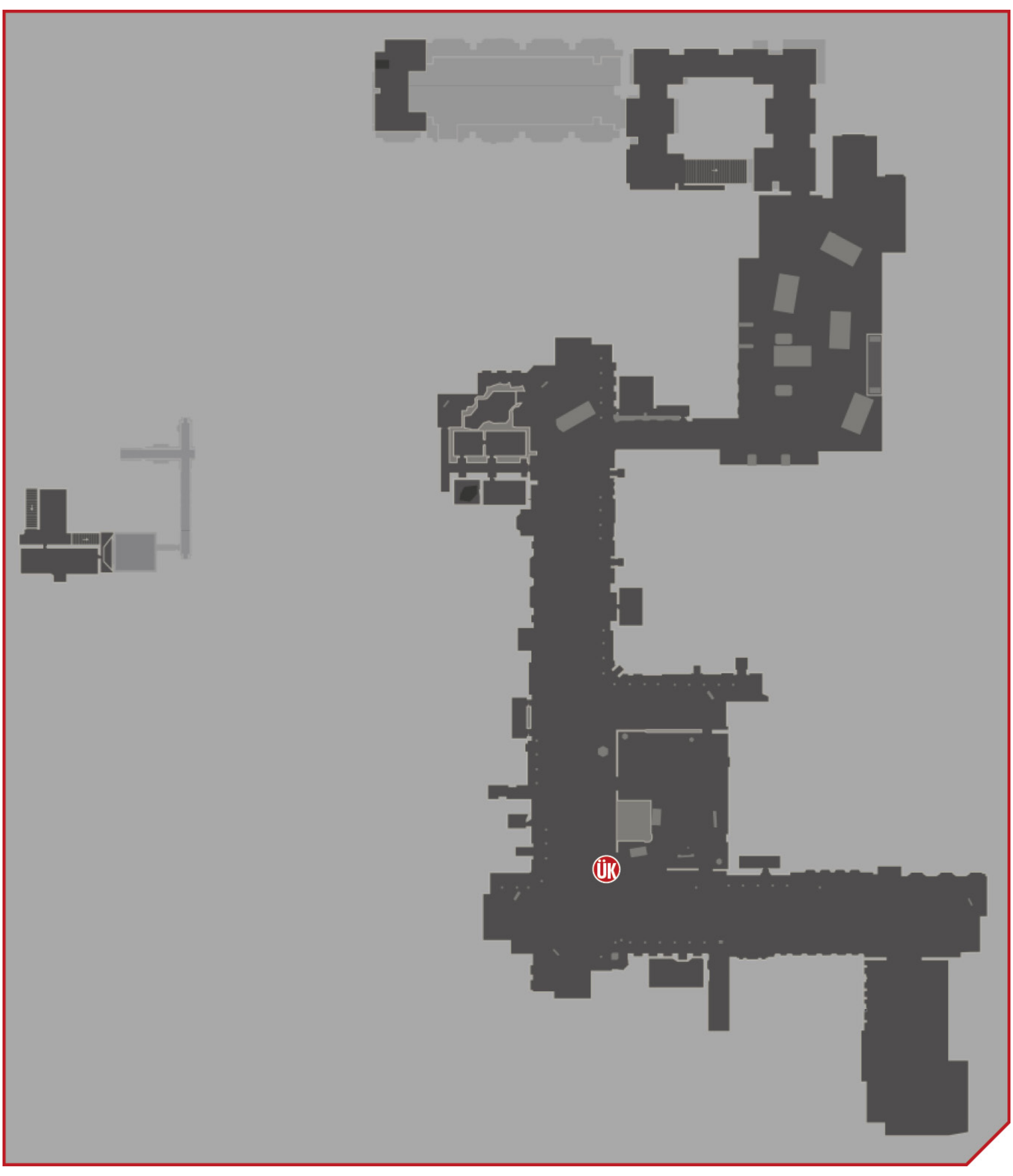
Überkommandant Missions

New Orleans: Bienville Street

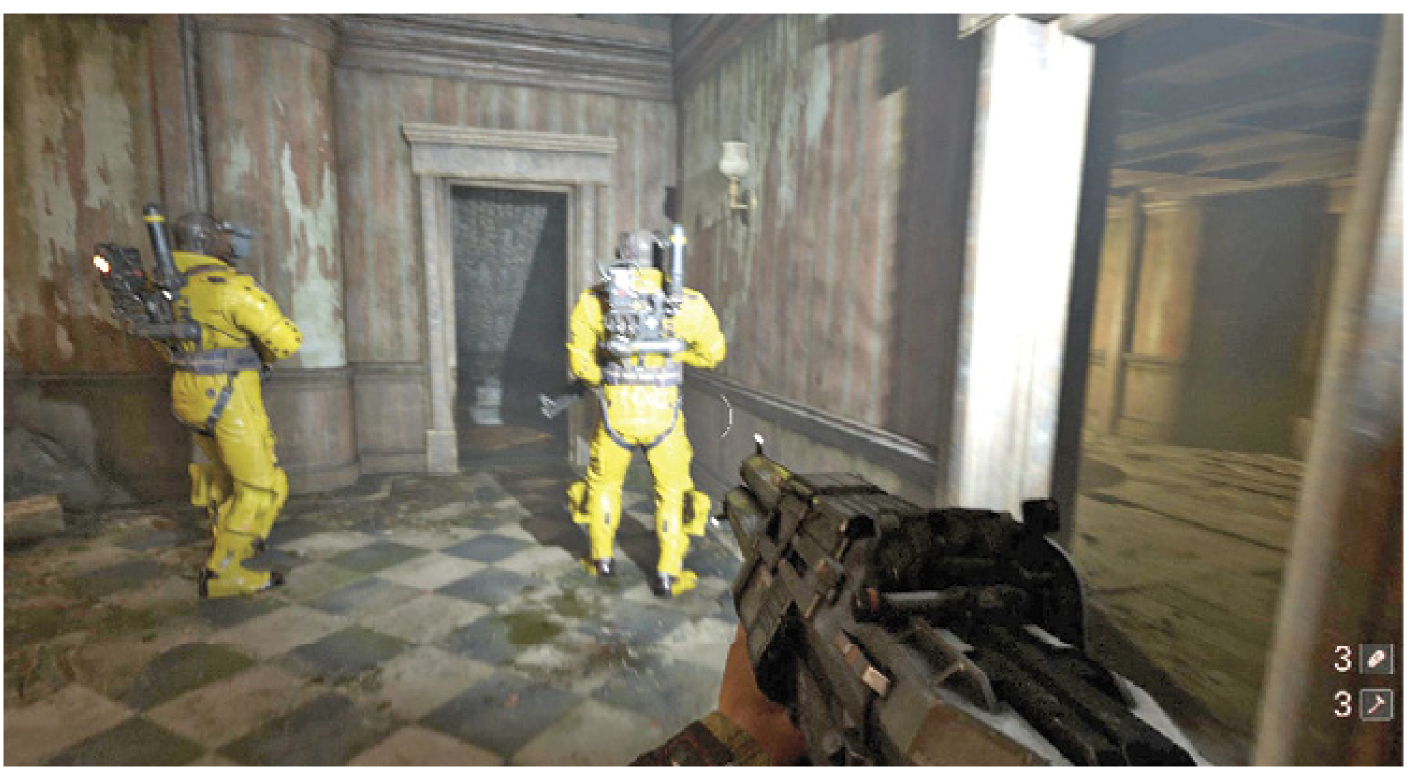
OBJECTIVE: ASSASSINATE DANIEL ECKSTEIN

Enigma Codes: 4

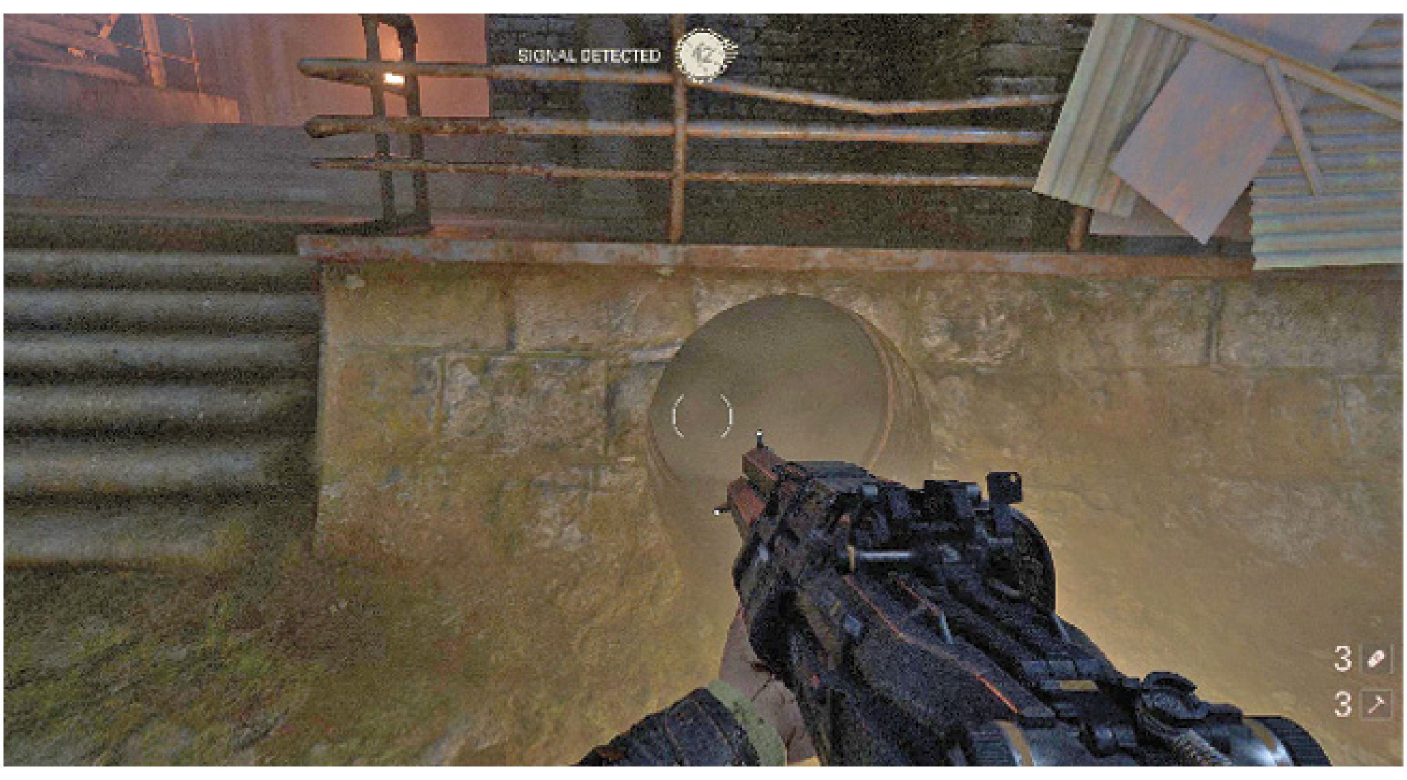
Special Requirements: Ram Shackles



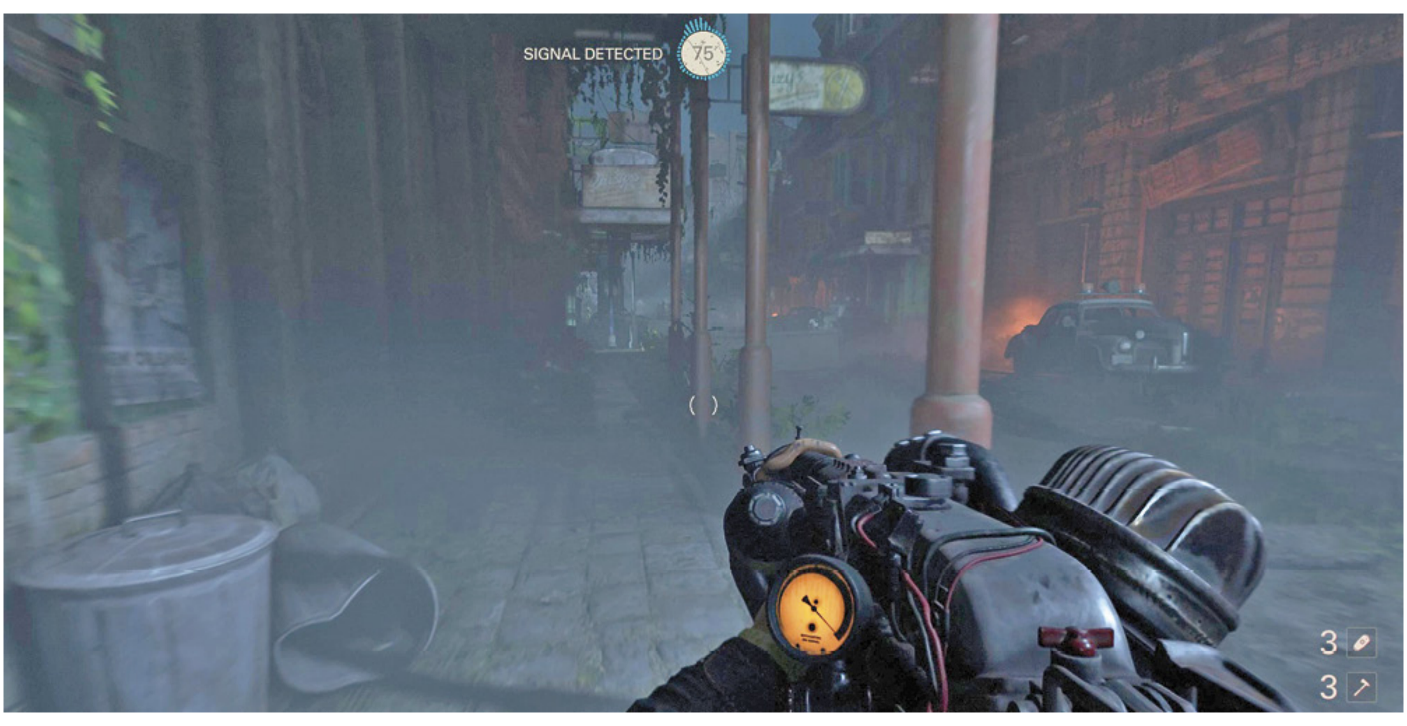
➤ *Street Level*



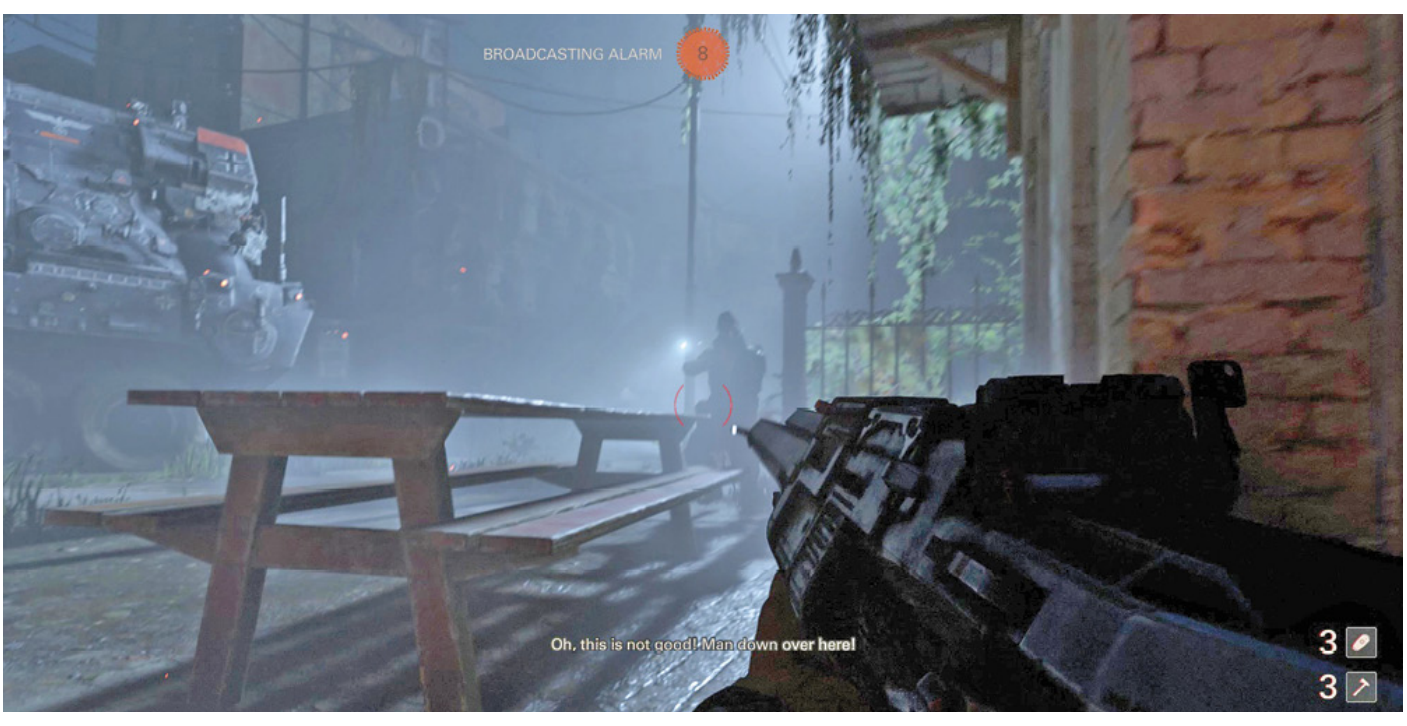
You begin this mission in the building at the end of the Campaign level. Head downstairs and kill the two Soldiers before continuing into the sewers. Kill more Soldiers down here, then use the Ram Shackles to break through some bars at the end of the tunnels.



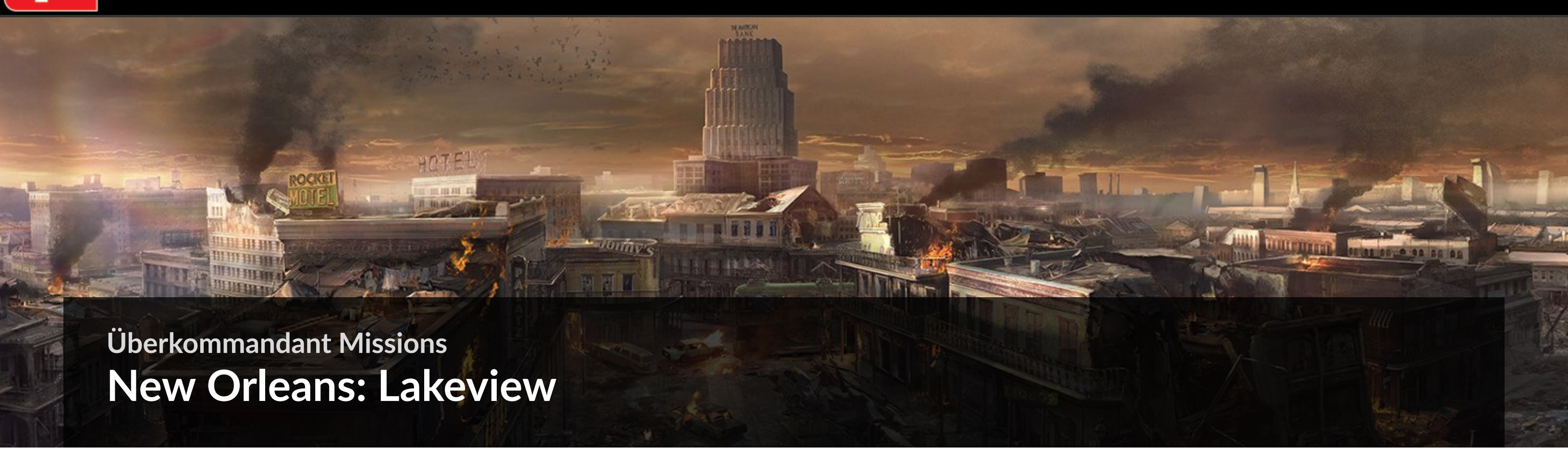
Traverse the catacombs toward the factory floor. Instead of heading upstairs into the factory, go through a tunnel to the right of the stairs. This takes you to the far end of the factory and allows you to avoid all enemies inside. Continue through the wide passage that leads out of the factory to the street level. Watch for a Kommandant up on a catwalk. Kill him from below to prevent him from sounding the alarm. Also be ready for a Laserhund in the area.



Numerous enemies are stationed just outside the factory, including a Panzerhund. The best strategy is to rush past them. Circle to the left to use the large containers for cover. Rush around this yard and then into the alley, which leads to the street. Advance down the street's left side. If you see the Panzerhund patrolling toward you, withdraw. If need be, hide in the Nazi HQ.



Wait for the Panzerhund to begin walking away, then resume advancing down the left side of the street. When you can, move into the park area at the intersection. If you've managed to maintain stealth, sneak up and kill the Soldier, then take out the SuperSoldat with his back to you. Afterward, pursue the Überkommandant, who is walking around this area near the intersection. Kill him, pick up the Death Card, and return to *Evas Hammer.*



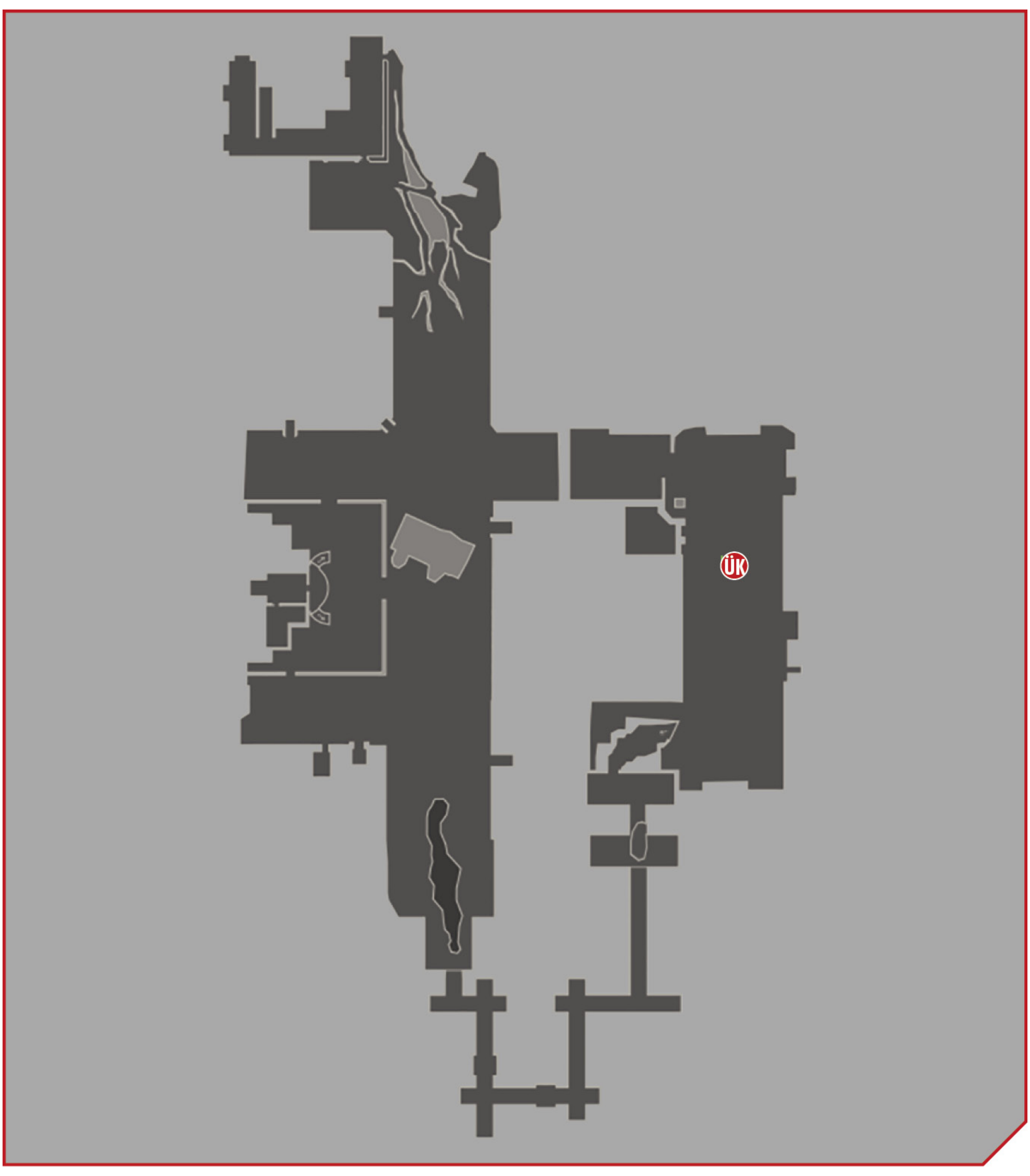
Überkommandant Missions

New Orleans: Lakeview

OBJECTIVE: ASSASSINATE ALBERT GROSSE

Enigma Codes: 5

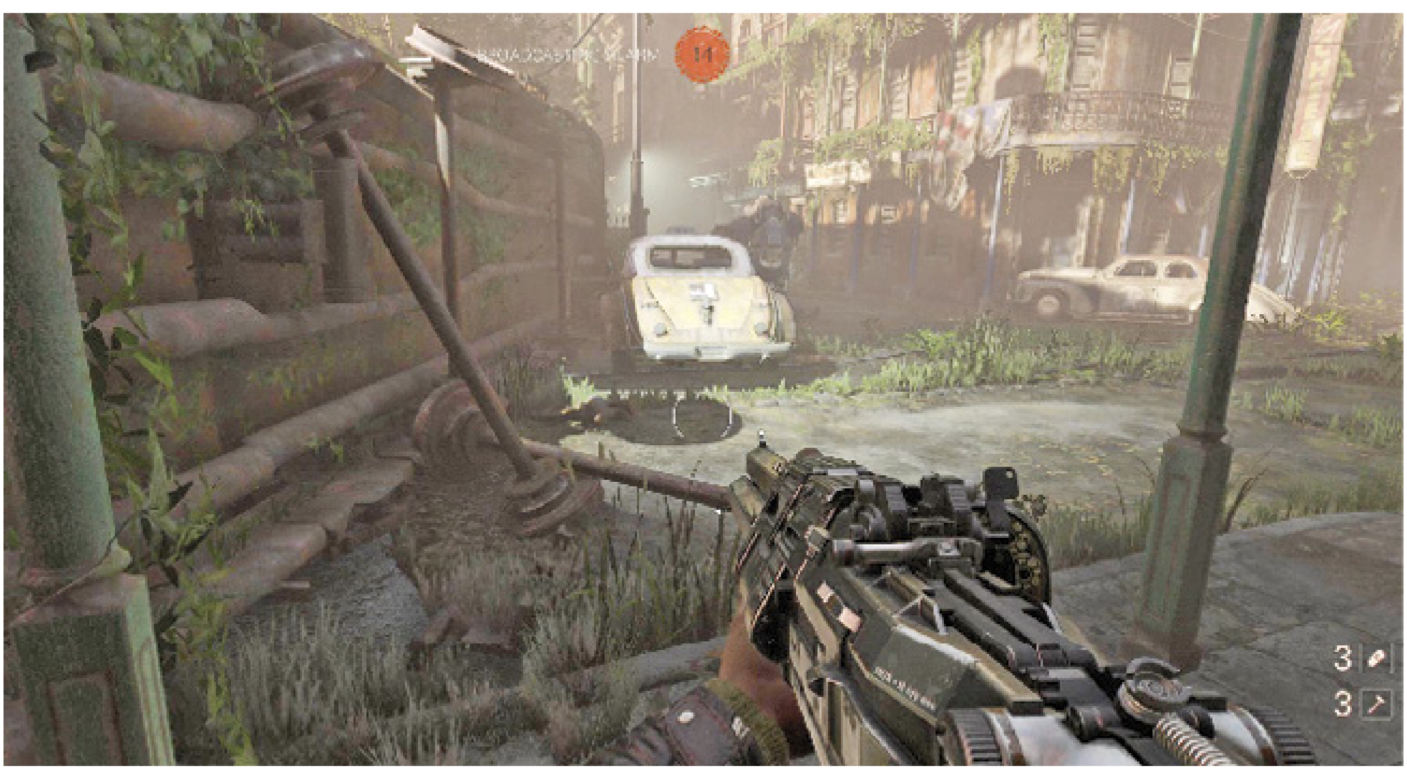
Special Requirements: —



➤ *Street Level*

BROADCASTING ALARM
3
3

You start out in the hotel. Soldiers patrol the street between the hotel and the large house. It's difficult to stay quiet here, so don't bother—just kill them.



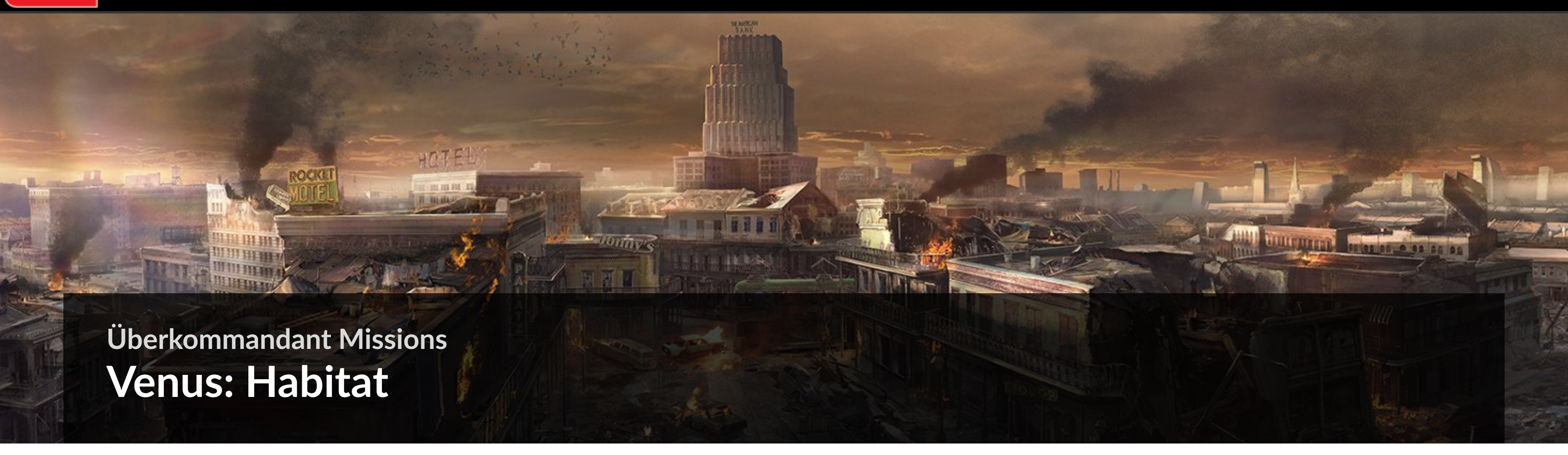
A Panzerhund patrols the area around the house. Lure it out into the street, then rush past it. Move through the yard of the house and back to the street on the other side of the rubble. Continue all the way to the hole in the street, which leads down to the sewers.

SIGNAL DETECTED
36
3
3

Advance through the sewers to the other part of the street level. Expect three SuperSoldaten here, plus Soldiers and Drones, as well as Kampfhunds. Take cover behind the building near the sewer entrance and engage them one at a time. If necessary, drop back into the sewer where you have more cover.

BROADCASTING ALARM
3
3

Once the SuperSoldaten are eliminated, advance down the street and go for the Überkommandant. After you kill him, grab the Death Card and check for several Collectibles in this area, which you can't access during the Campaign.

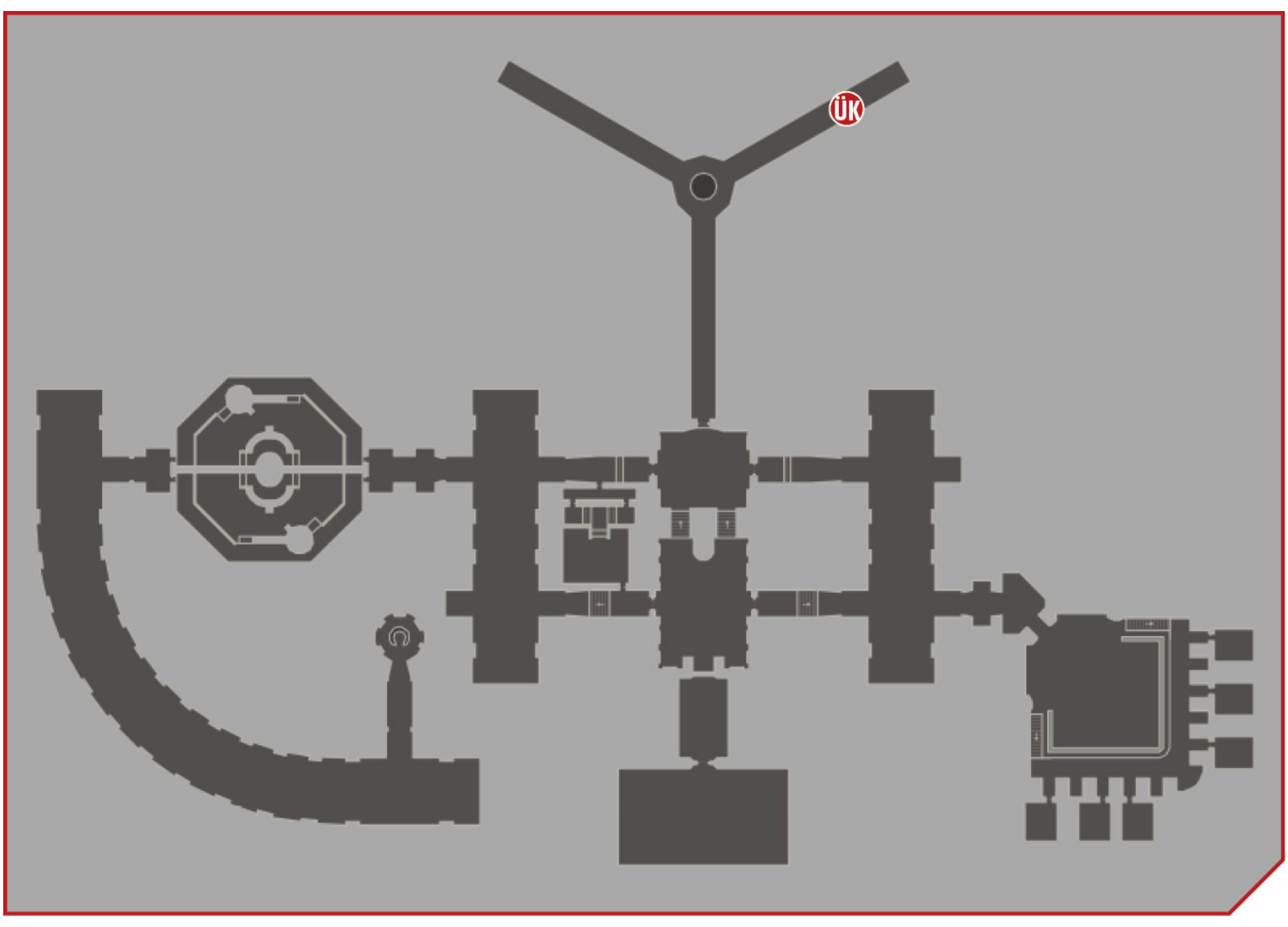


Venus: Habitat

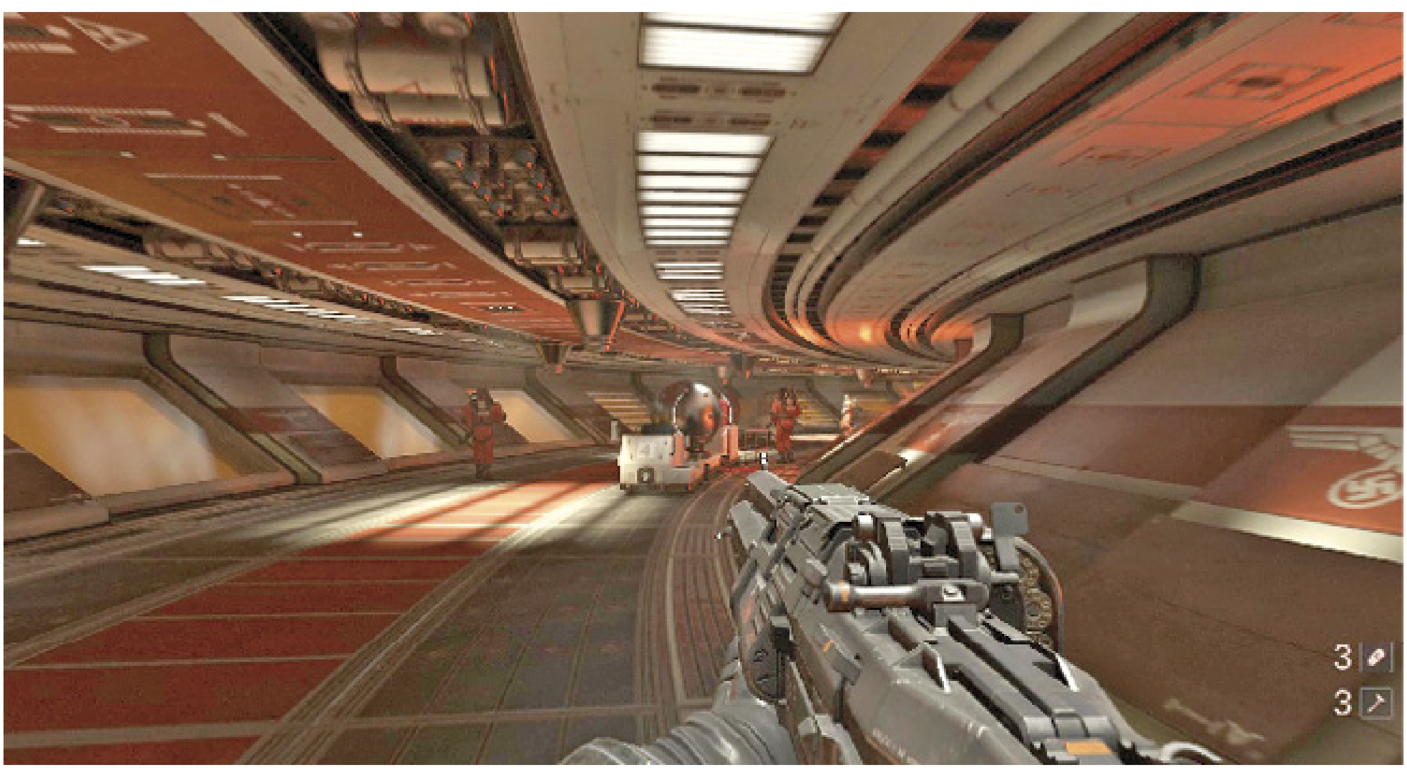
OBJECTIVE: ASSASSINATE LUDWIG KASSMEYER

Enigma Codes: 5

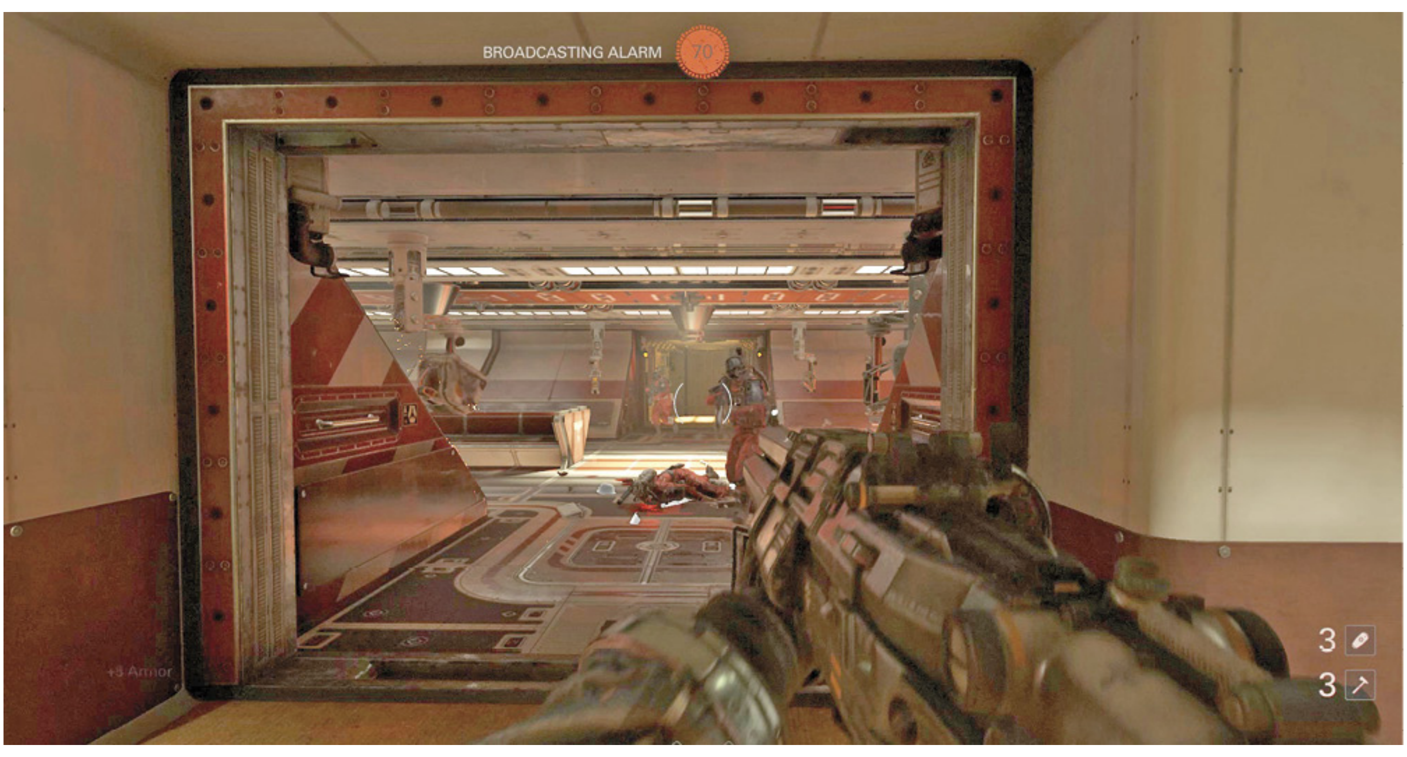
Special Requirements: —



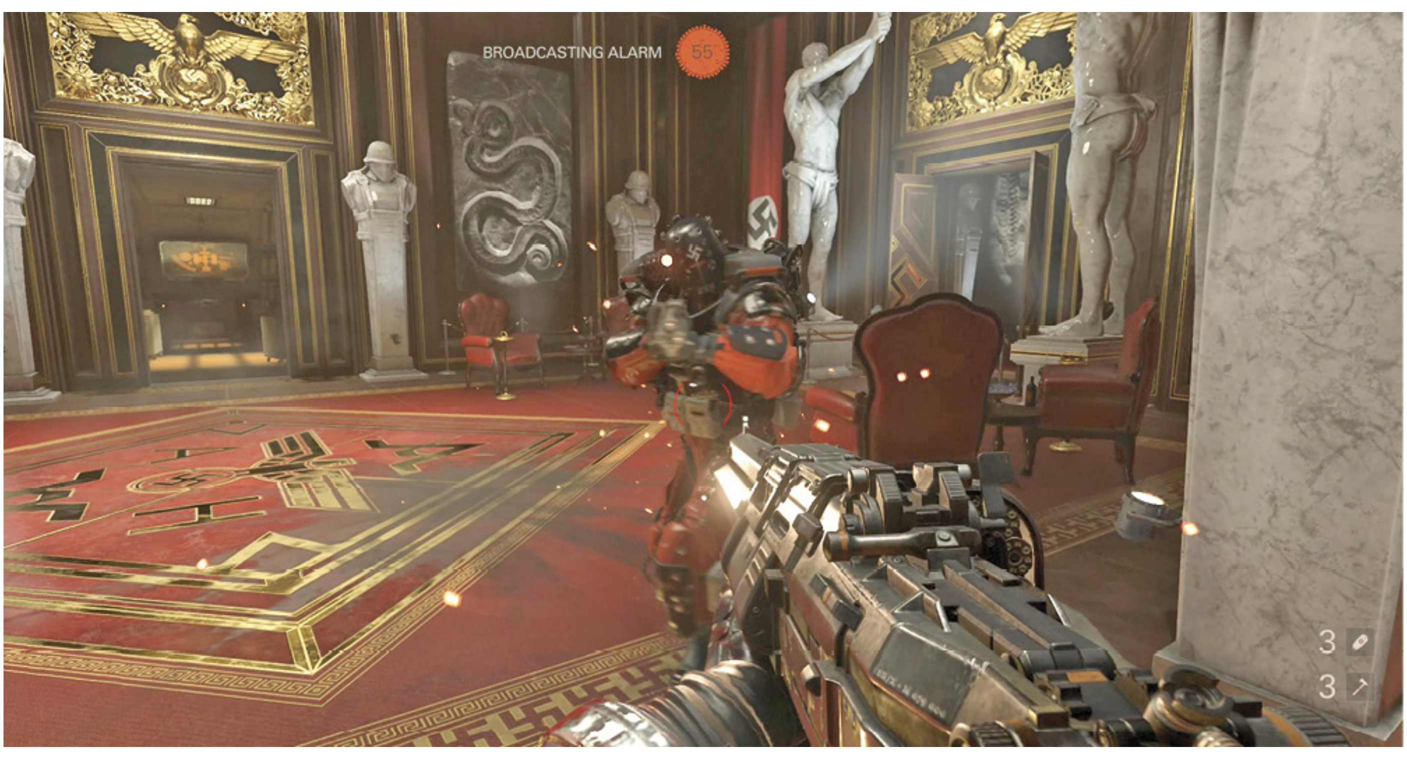
➤ *Basement Level*



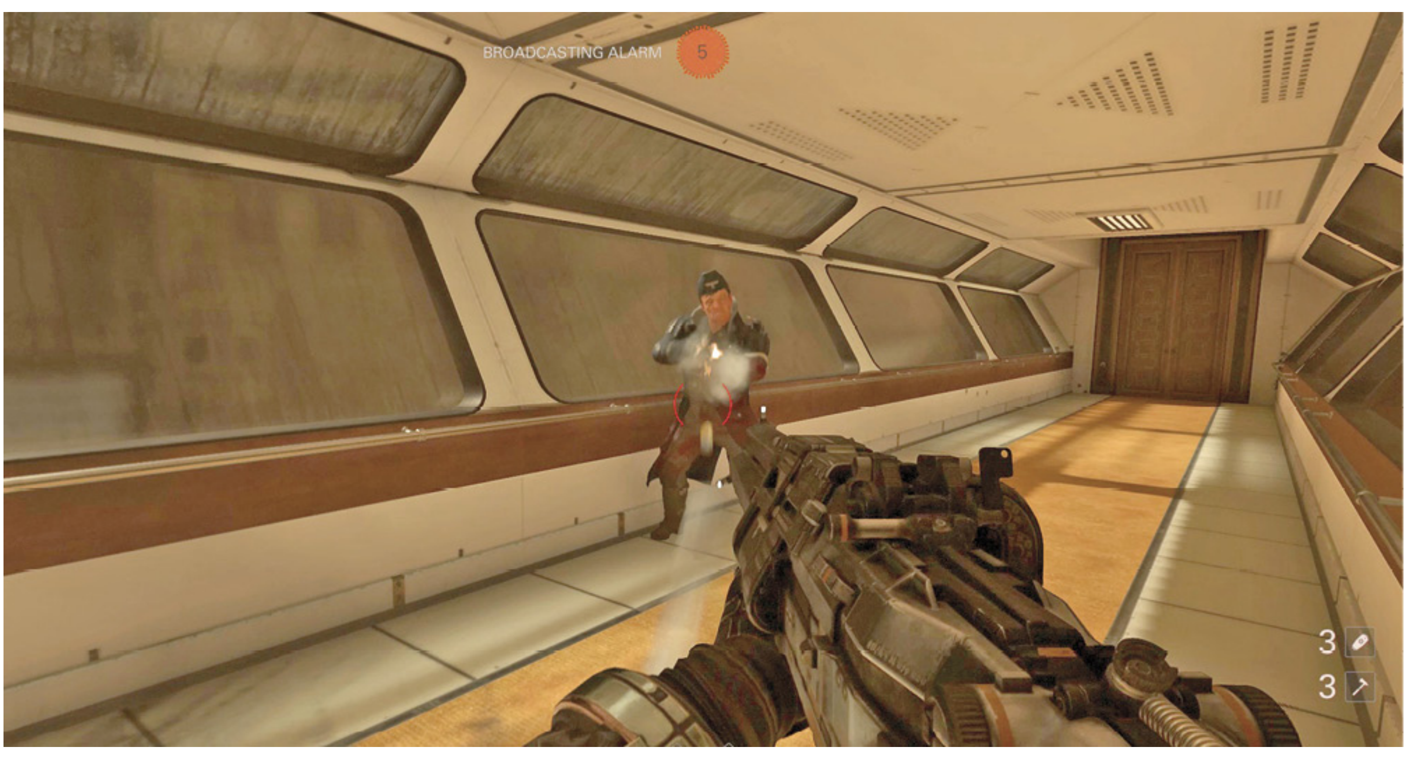
You enter the habitat through the capsule room. As you emerge, head down the large corridor to the right. There are several Soldiers along your route, as well as a SuperSoldat. Eliminate them and keep going. The red spherical explosives blow up when you shoot them, so use them to eliminate enemies as well.



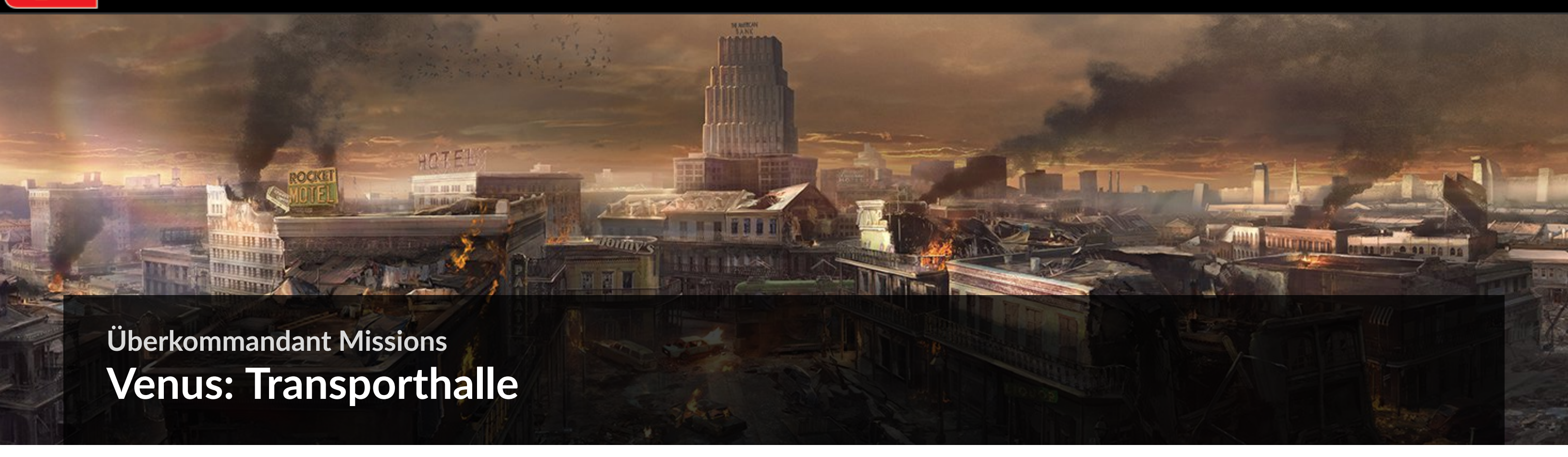
Advance through the labs. Consider taking the one on the left—there are only two scientists inside, and you can kill both quietly with thrown hatchets. Continue out of the lab and into the next corridor. Expect a lot of Soldiers here, plus a Laserhund. Pull back to the lab if you need cover.



As resistance lightens, proceed through either the corridor or the middle room to reach the elaborately decorated offices. There are more Soldiers in here. Fortunately, the buffet offers plenty of health pickups, which you probably need by now.



At the end of the offices is a long corridor. The Überkommandant is down there, along with two SuperSoldaten. This is a great opportunity to use your heavy weapon. Depending on your skill level, you can potentially take out the SuperSoldaten and the Überkommandant all at once. Move in and pick up the Death Card before returning to *Evas Hammer*.



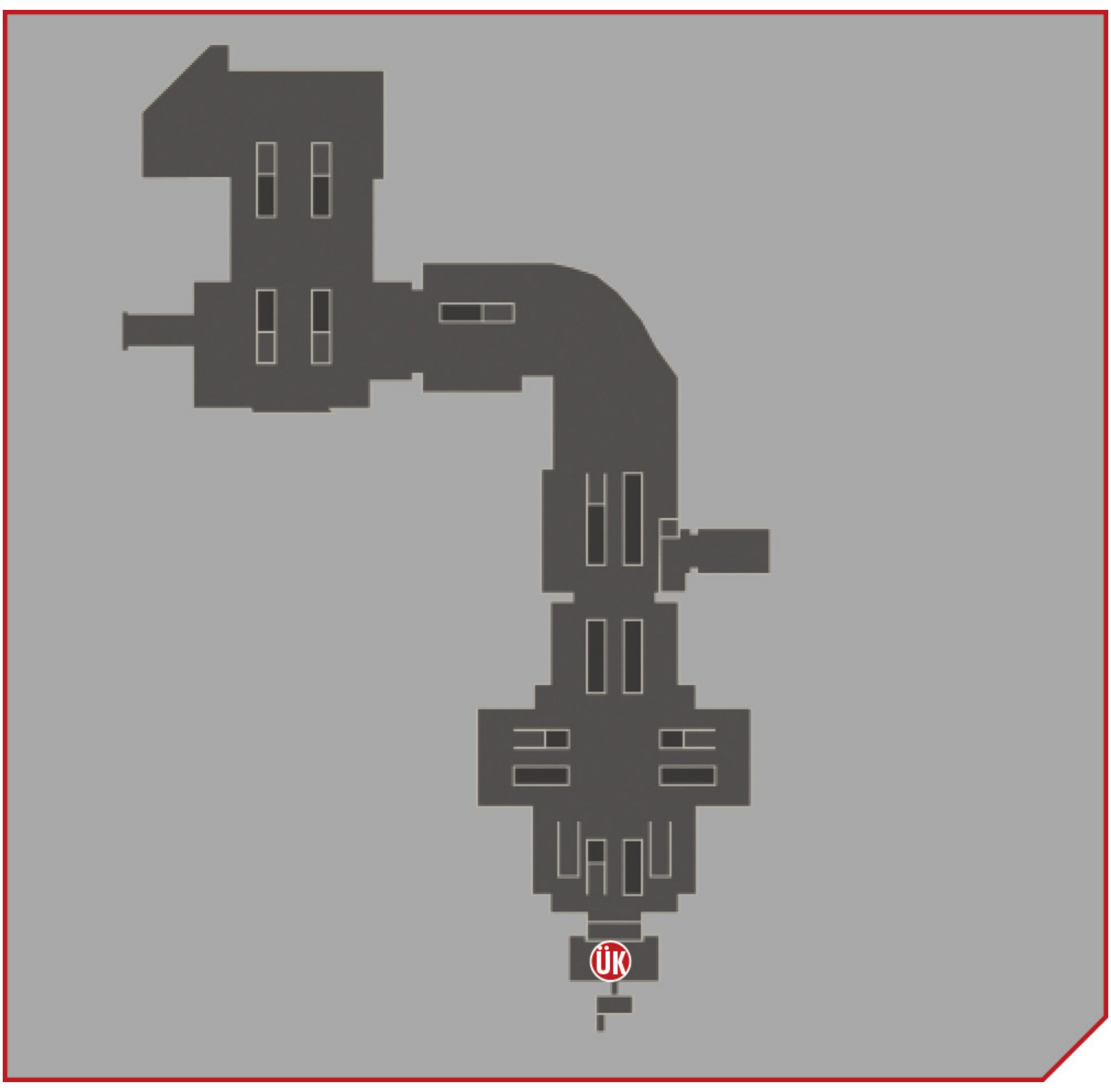
Überkommandant Missions

Venus: Transporthalle

OBJECTIVE: ASSASSINATE MICHAEL RADEMAKER

Enigma Codes: 7

Special Requirements: Battle Walkers

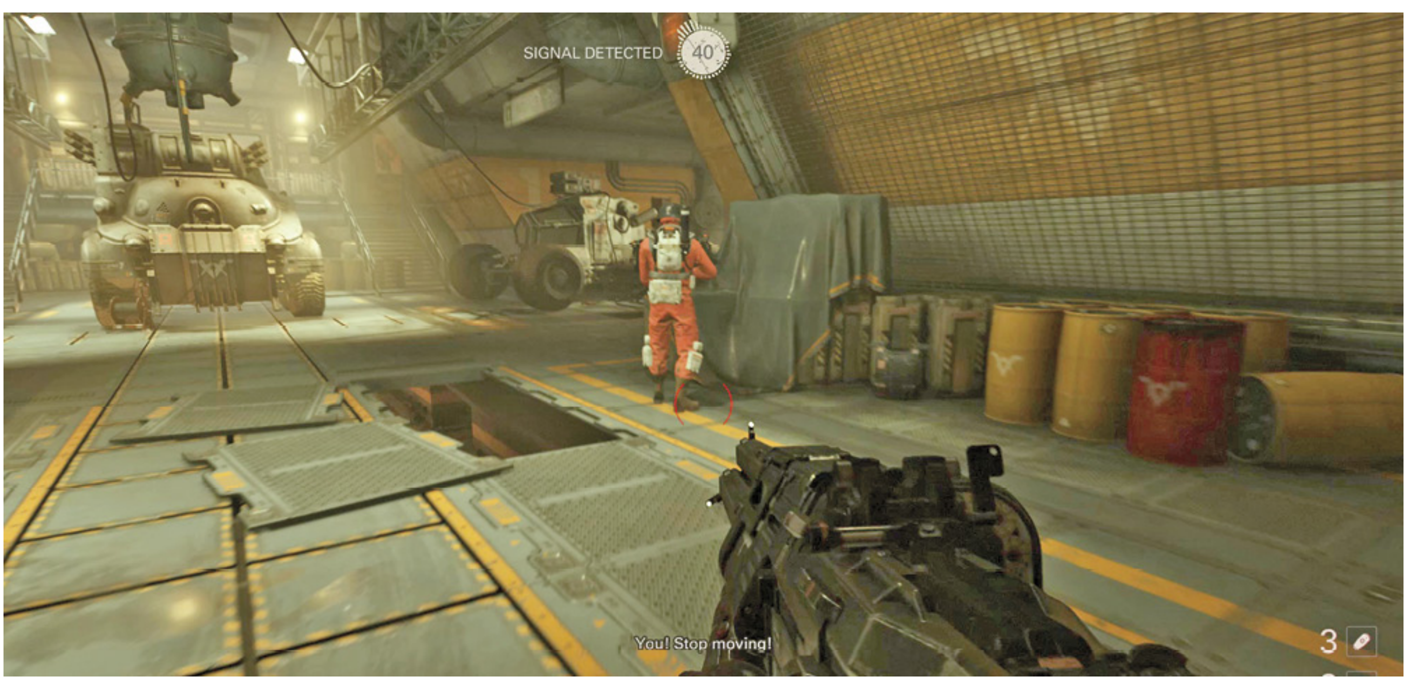


➤ *Transporthalle Level*

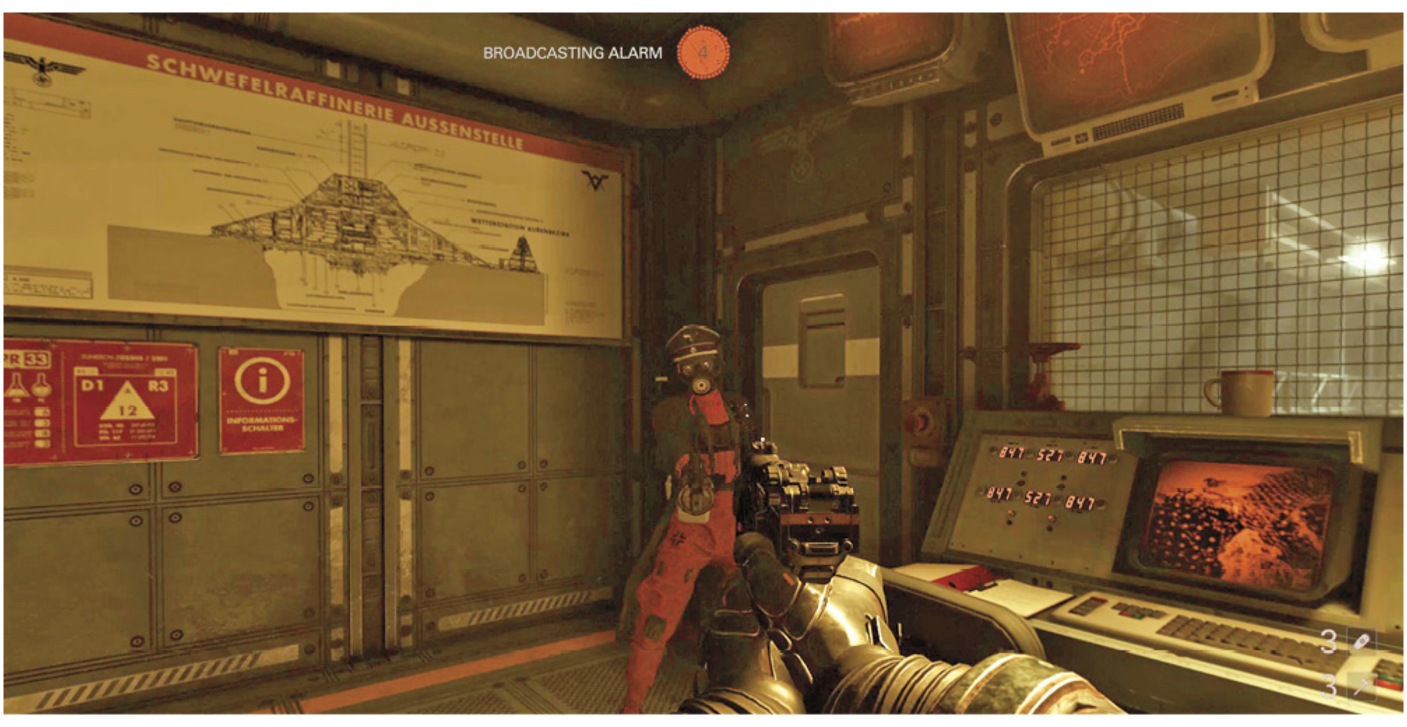
You start off outside the facility on the surface of Venus. As such, your suit needs Coolant. There are no Coolant filling stations during the first part of this mission, so move fast. Rush to the end of the catwalk and drop onto some large pipes. Follow them down to a platform holding a couple of Soldiers. Kill them, then enter the facility through a large door on the left.

Watch out! Grenade!
3
3

Your suit recharges while inside. Once that's done, continue through the next large door and back outside. As you emerge, sneak up behind an ÜberSoldat and destroy it with your hatchet. Expect masses of enemies in this next area, including SuperSoldaten, ÜberSoldaten, and Soldiers. Your need for Coolant limits your options somewhat. You can try to clear out the enemies as quickly as possible so you can advance to the next Coolant filling station. However, there is a way to bypass most of them. Where you destroy the ÜberSoldat, turn to the right and drop to a lower level of the catwalks. Head right and follow them down.

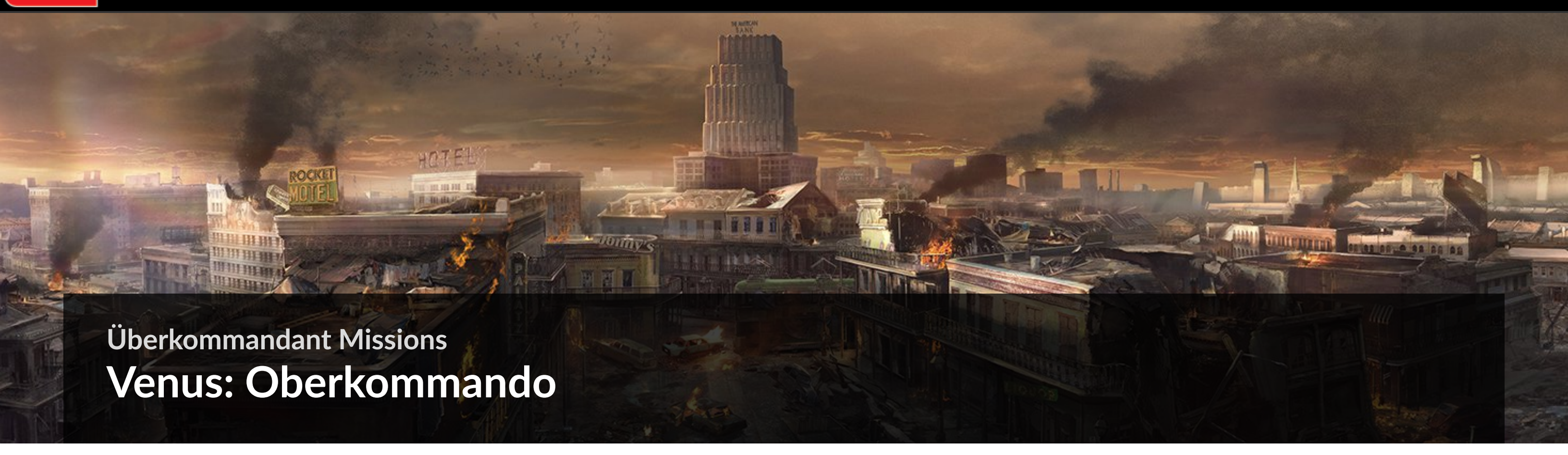


Get to the bottom of the catwalks and enter through a large door. Climb down a long ladder to the transporthalle area. Jump over the railing and turn left into a garage, where you once again come up against a lot of enemies. And once again, you have the option of bypassing most of them. Rush forward and drop into the tunnel under the level. Follow it straight ahead and out the other end. Continue into a duct in the wall.



You find yourself in a shaft. Use the Battle Walkers to get up to the top of it. At the top is another duct opening. Drop through it into the control room where the Überkommandant is waiting. Kill him quickly and take the Death Card, then look around for some Collectibles in the area.

Head back to *Evas Hammer* to complete the mission.



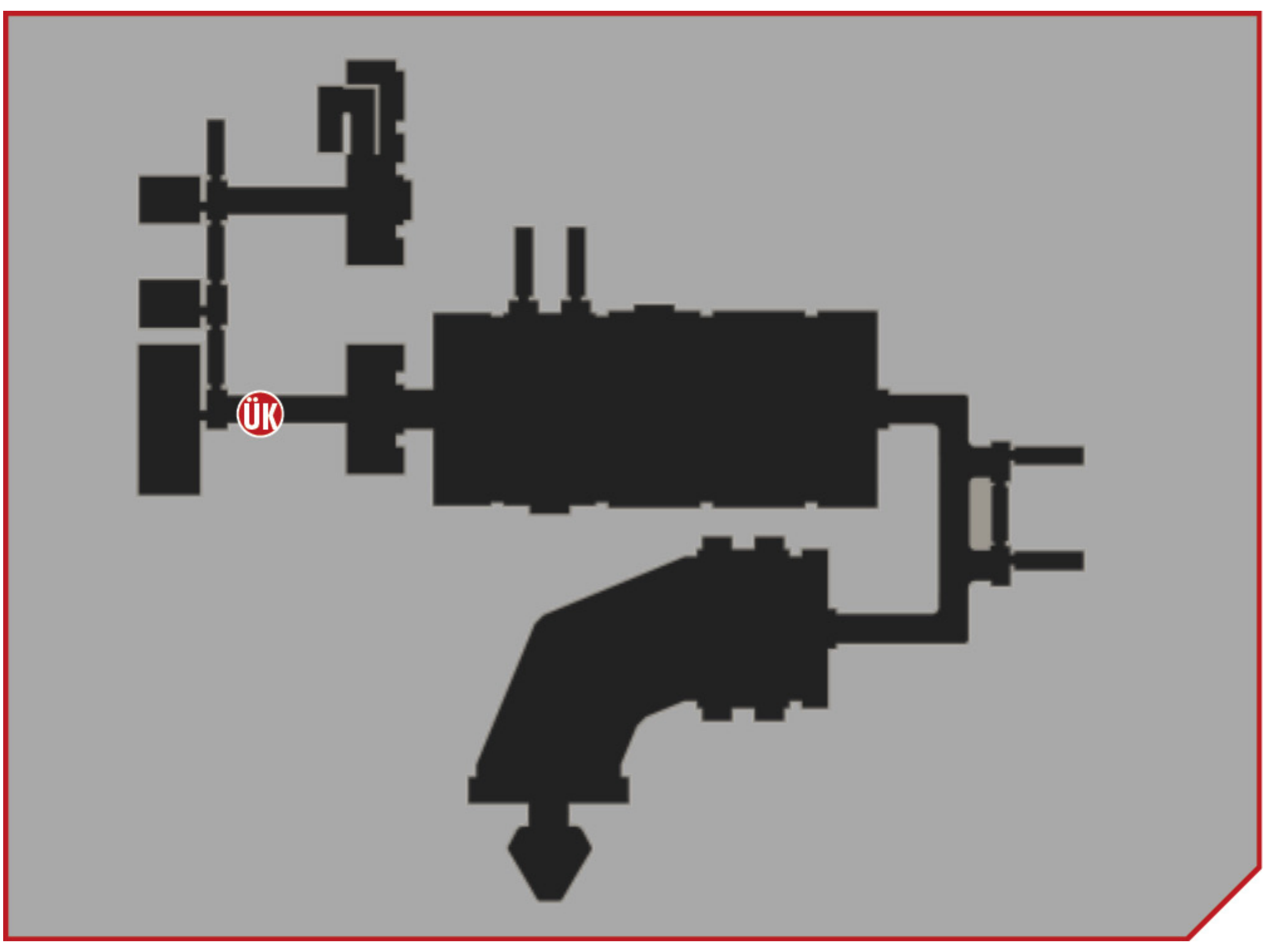
Überkommandant Missions

Venus: Oberkommando

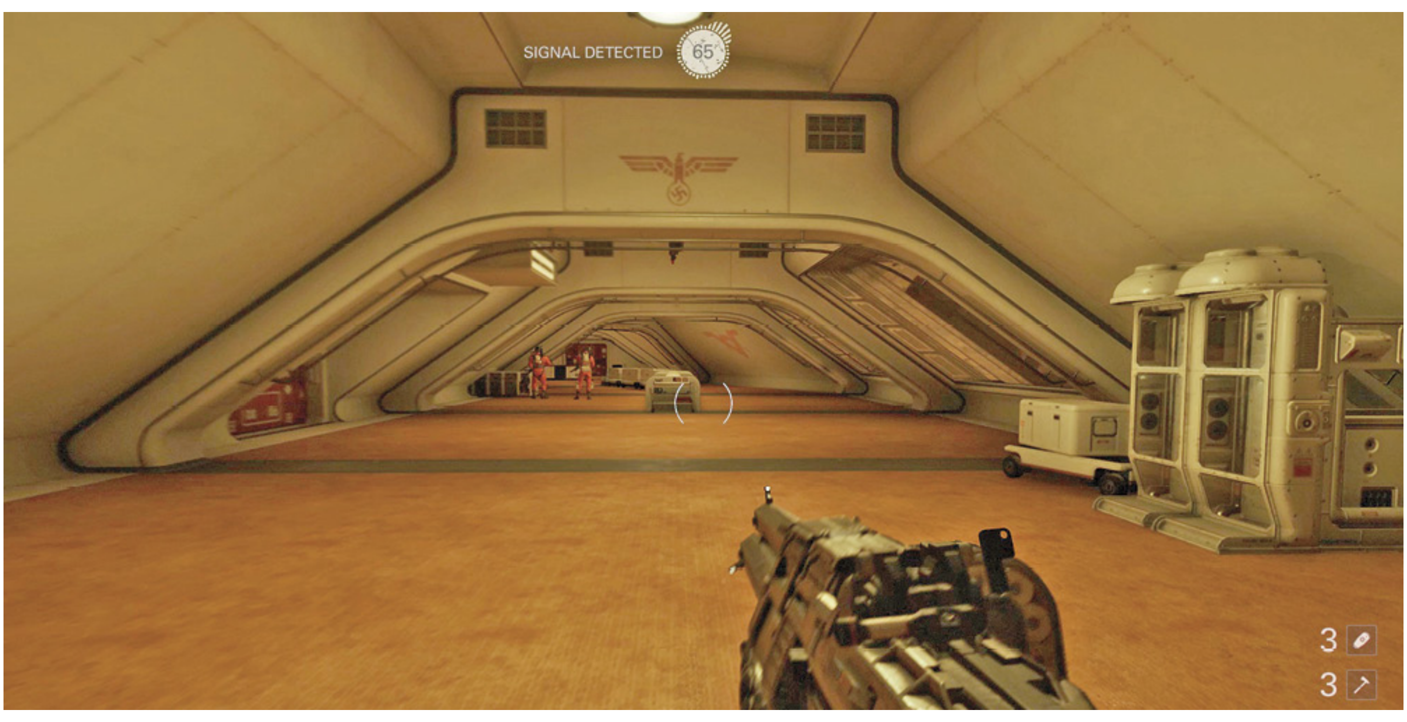
OBJECTIVE: ASSASSINATE THOMAS WECHSLER

Enigma Codes: 6

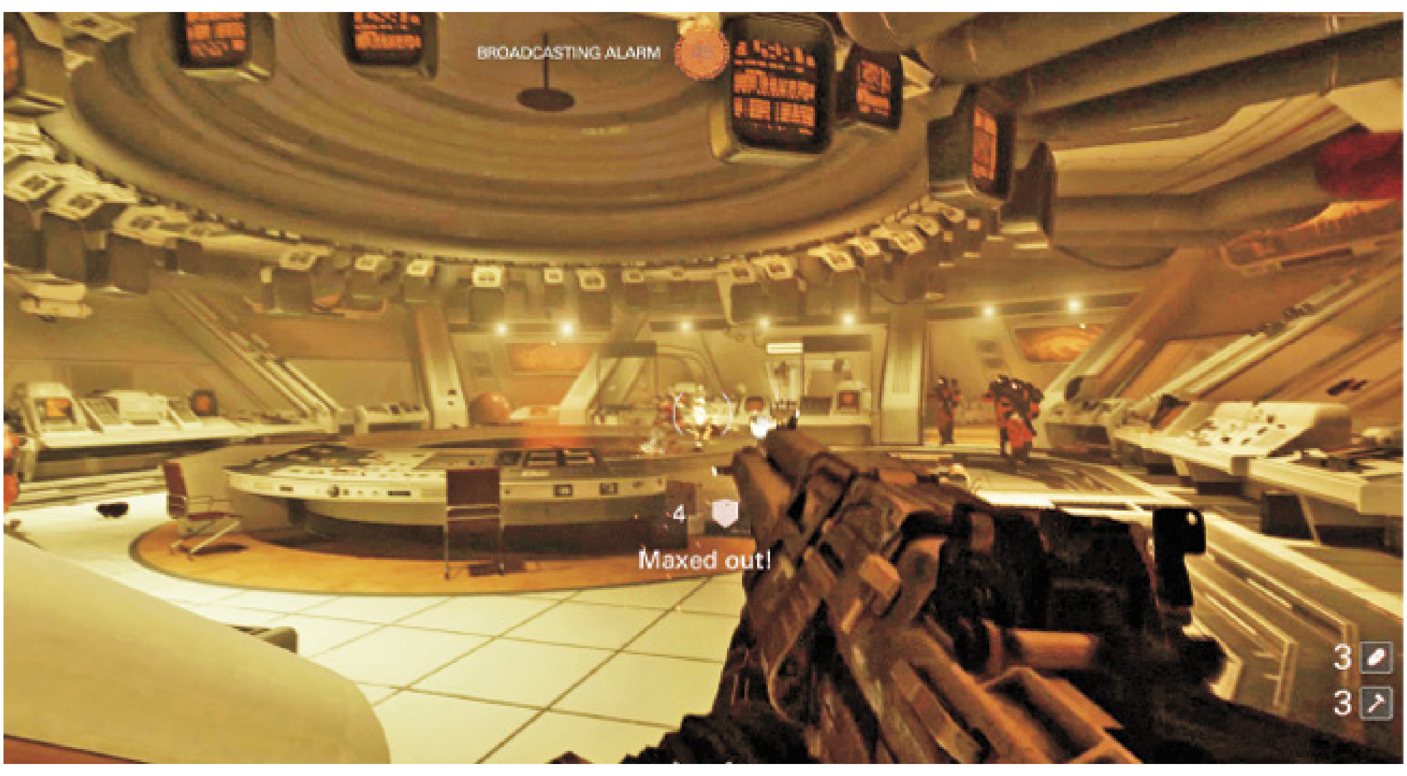
Special Requirements: —



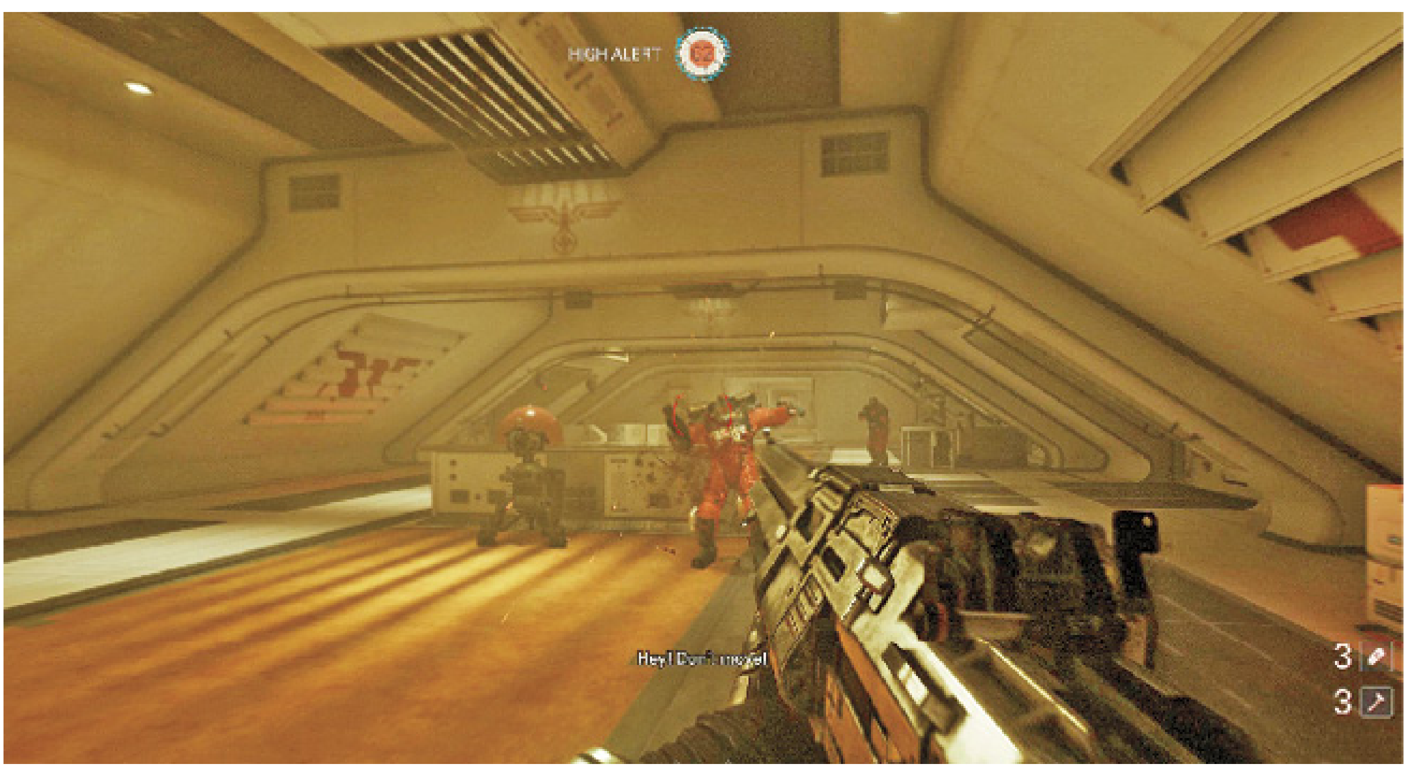
➤ *Oberkommando Residential Level*



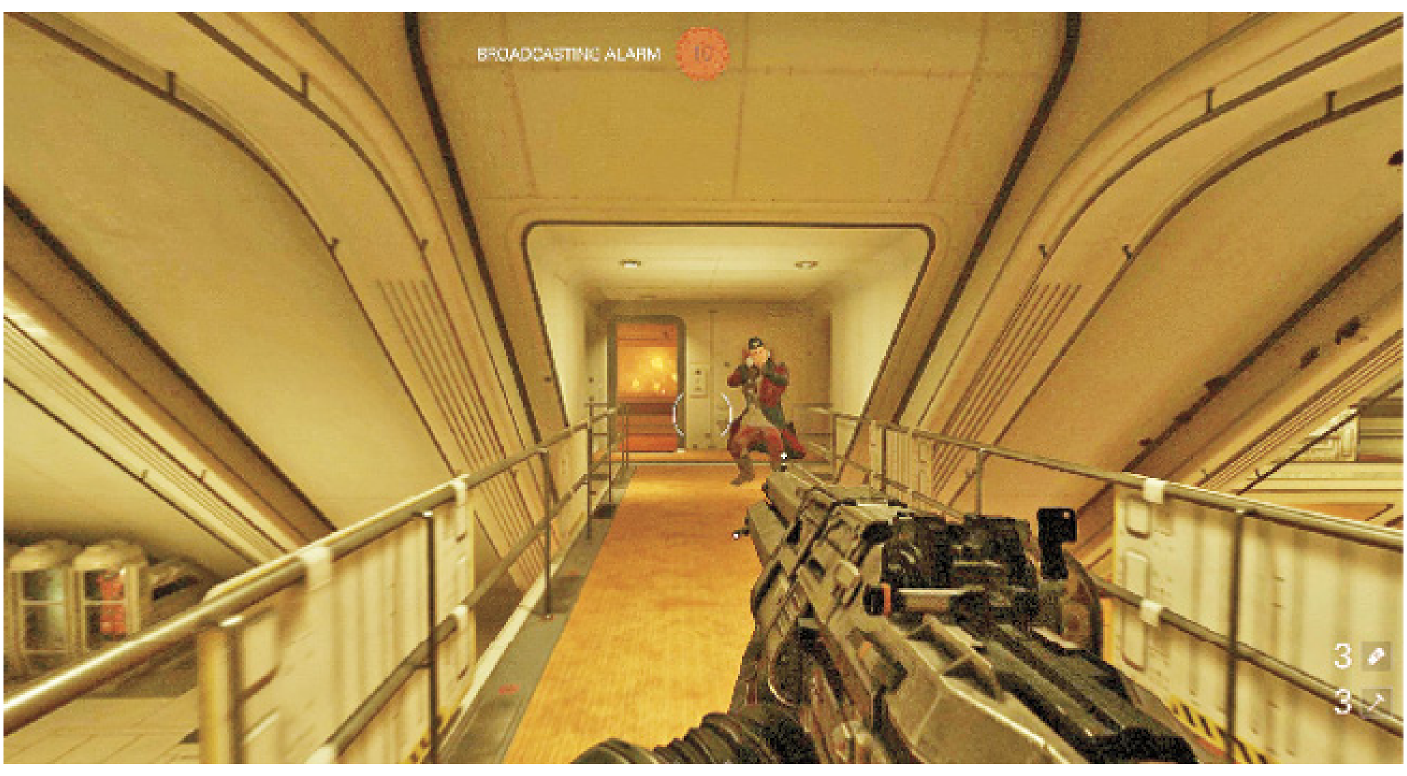
You infiltrate the facility on Venus through the top floor. Follow a corridor to the main control room, clearing out all enemies along the way.



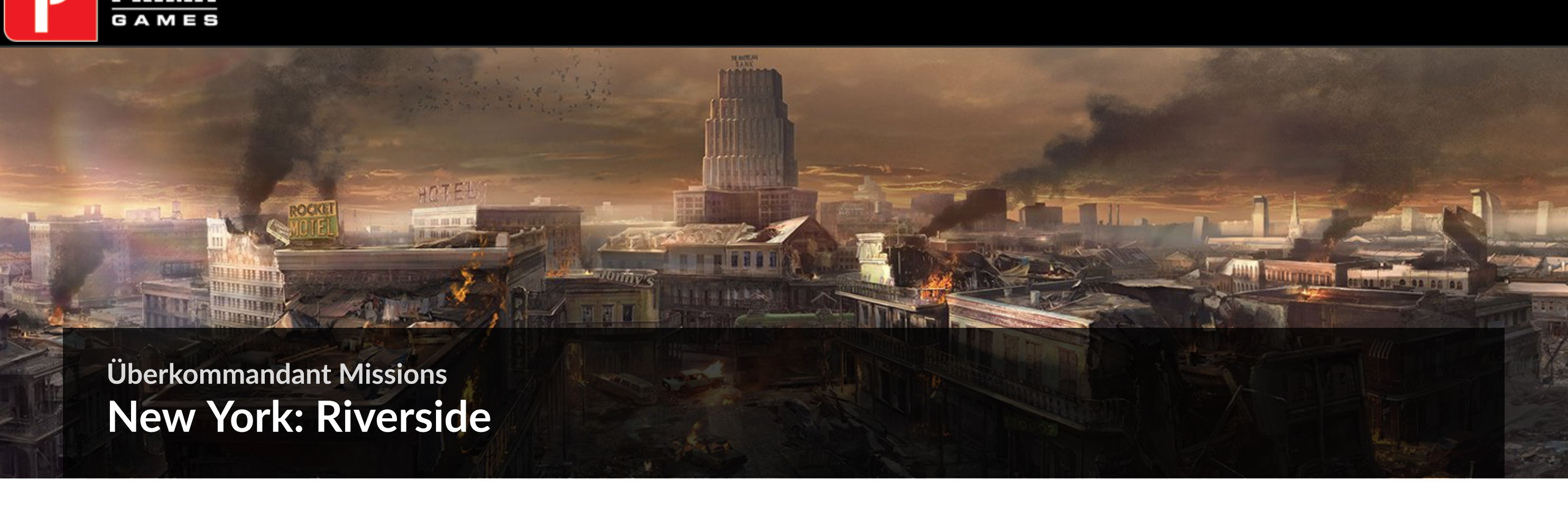
The main control room is filled with enemies. As they all come at you, pull back to available cover. The groups of Soldiers make great targets for a grenade. You need to clear out the control room in order to advance through it to the corridor on the other side. Follow it to the end and take the elevator down to the lower levels.



After exiting the elevator, follow the corridor. The three Soldiers in this area all have their backs to you. Keep quiet and kill them with hatchets to avoid sounding the alarm too early. There are more Soldiers in the next area. Kill the first to take control of the Lasergewehr turret, then eliminate the rest.



Advance through the corridor and into the residential section. Expect more Soldiers here, along with the Überkommandant. Assassinate your primary target and grab his Death Card before returning to *Evas Hammer*.



Überkommandant Missions

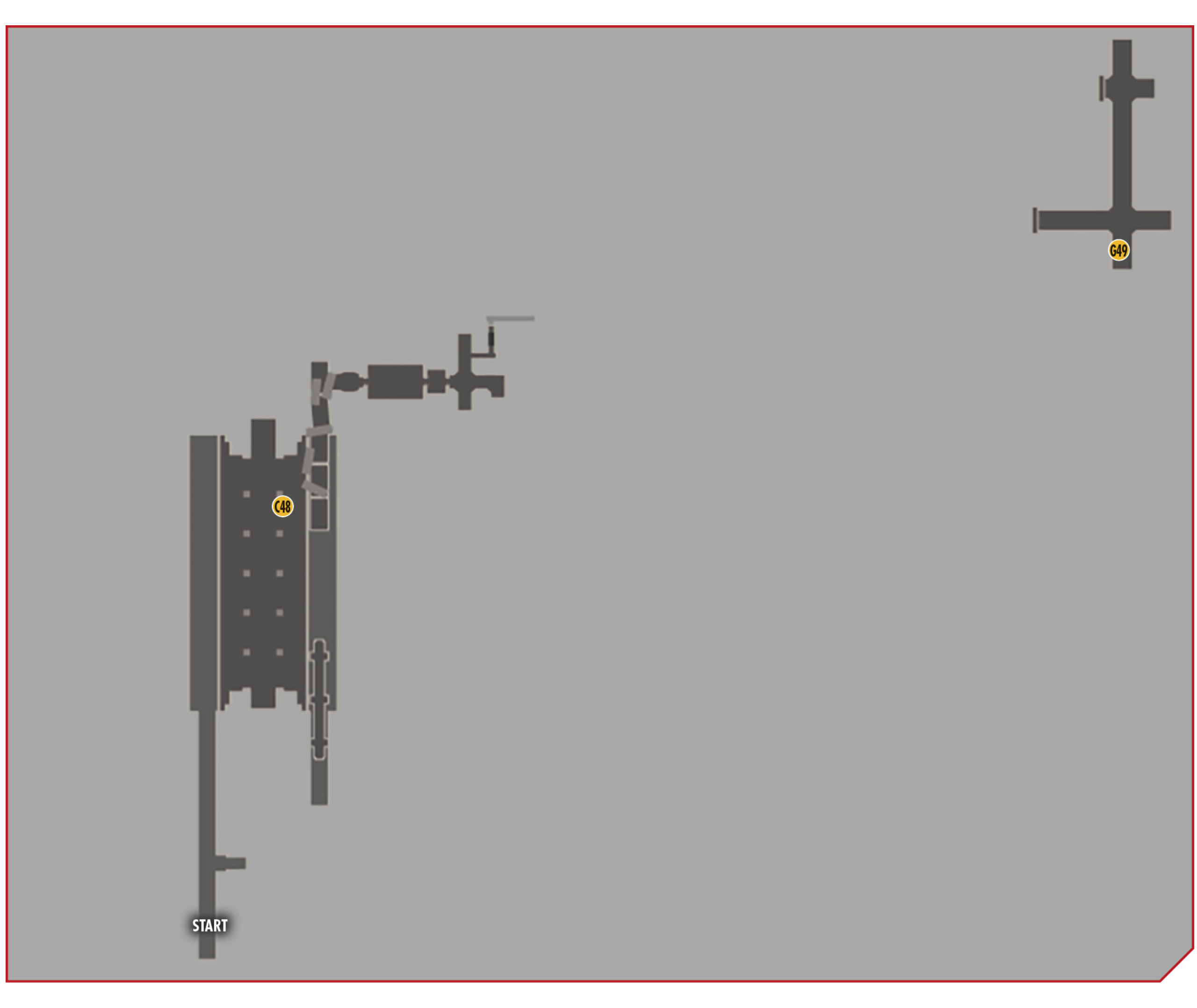
New York: Riverside

OBJECTIVE: ASSASSINATE GERNOTT HERMANN

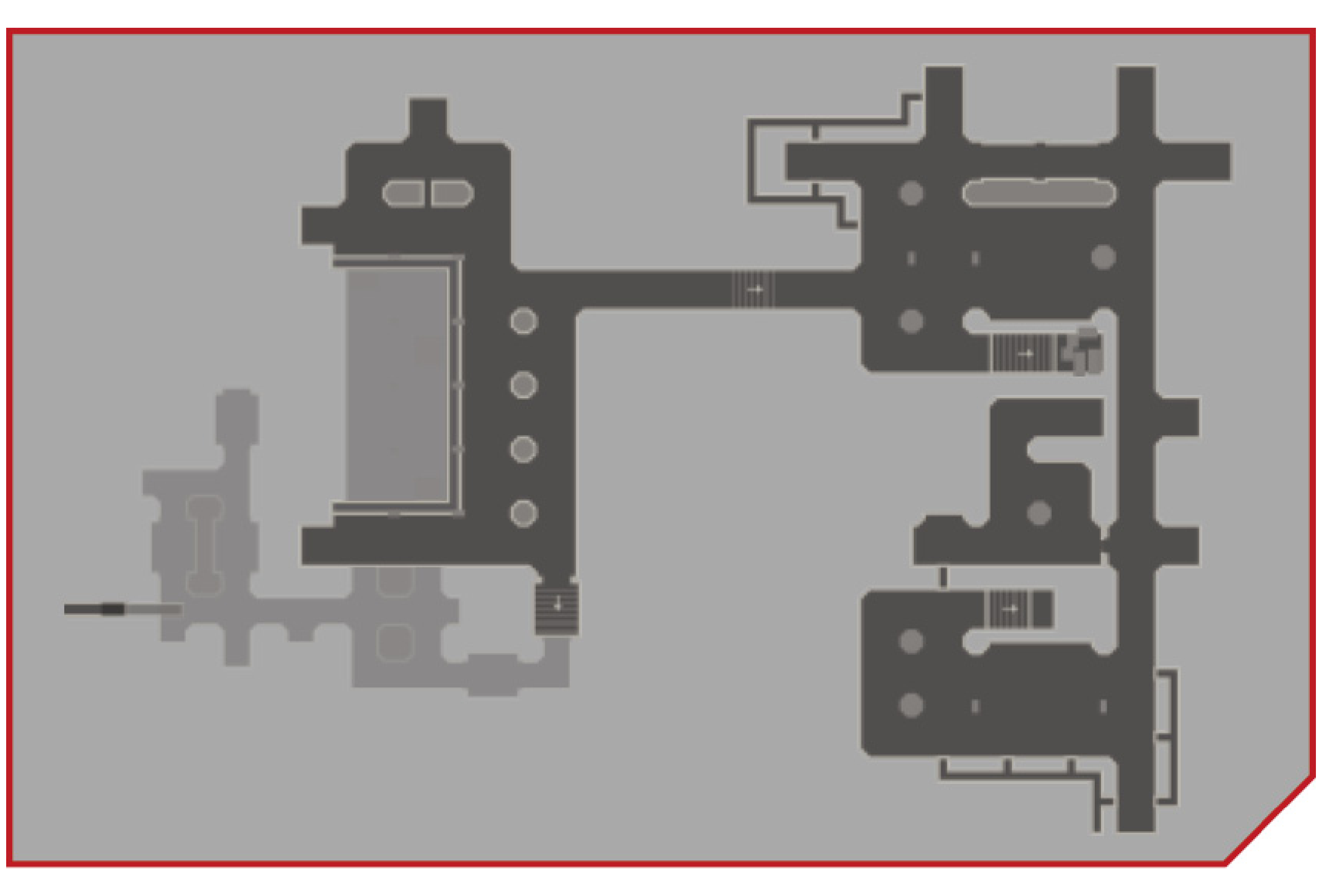
Enigma Codes: 8

Special Requirements: Assassinate the 15 Überkommandants

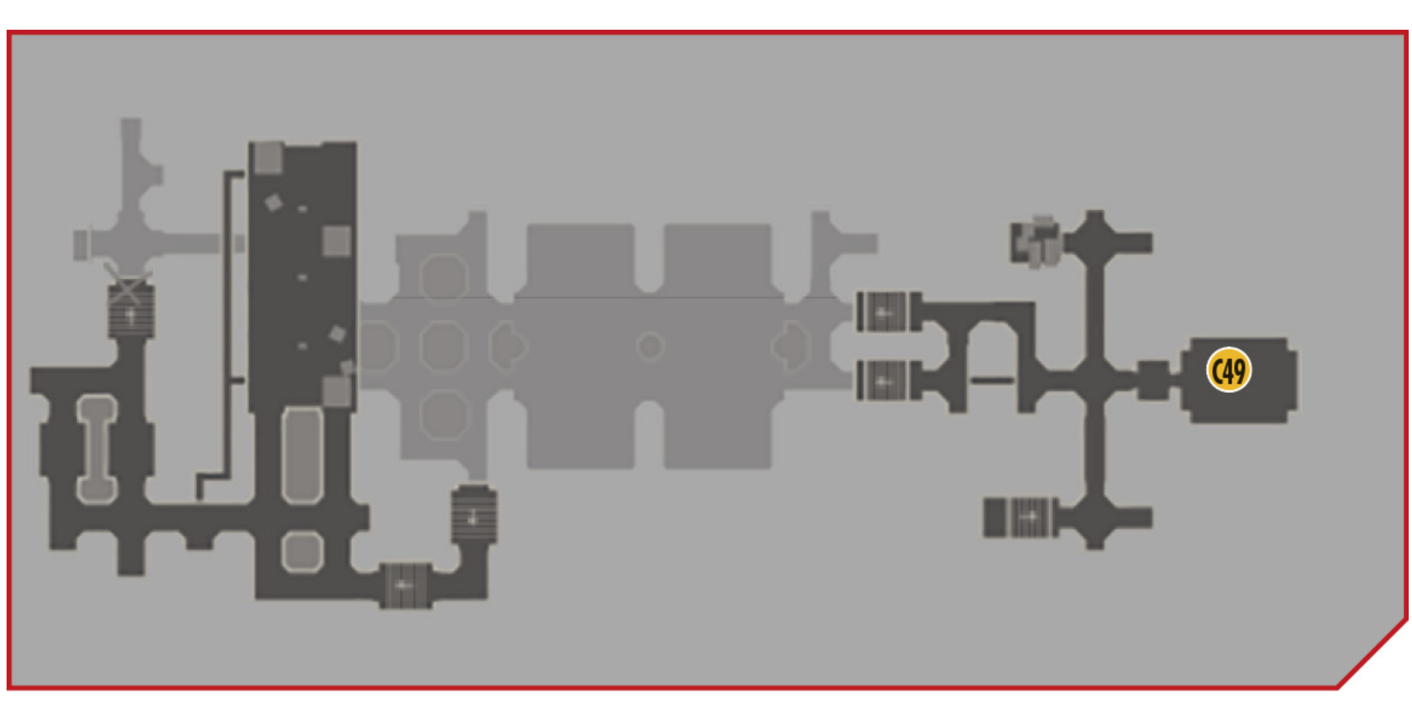
Once you've assassinated the 15 initial Überkommandants, you unlock the mission to take out the sixteenth and final Überkommandant. He's in a secret bunker. This mission is especially tough; if you haven't upgraded your weapons yet, do it now.



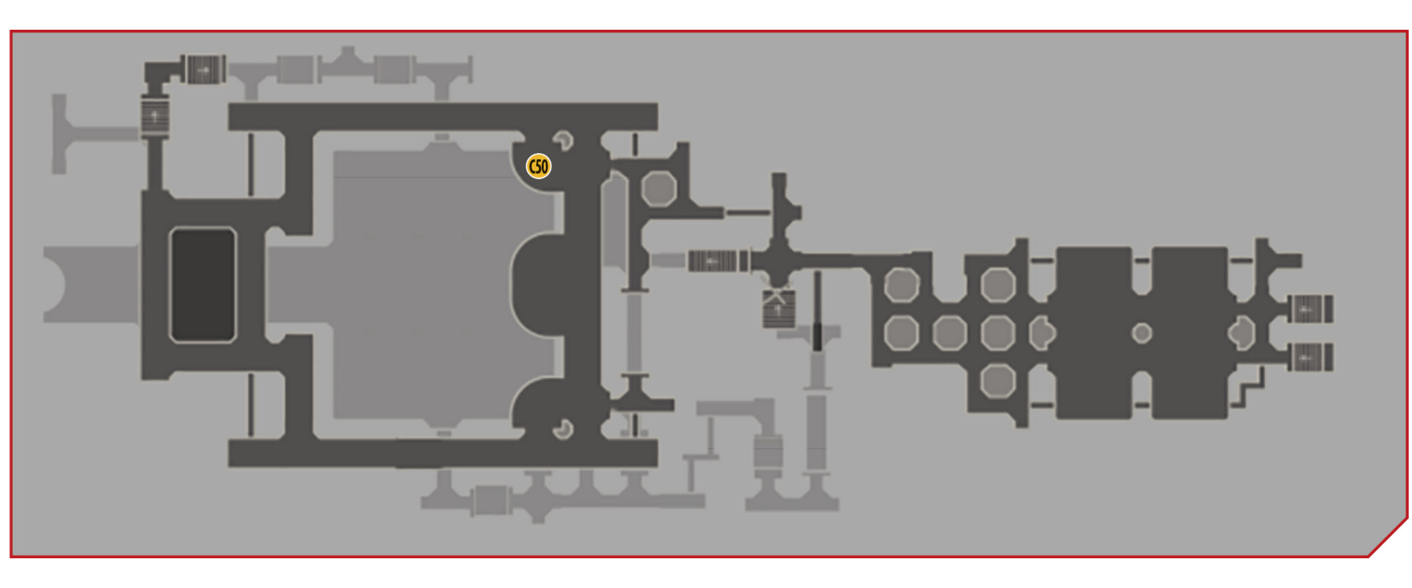
➤ *Basement Level 1*



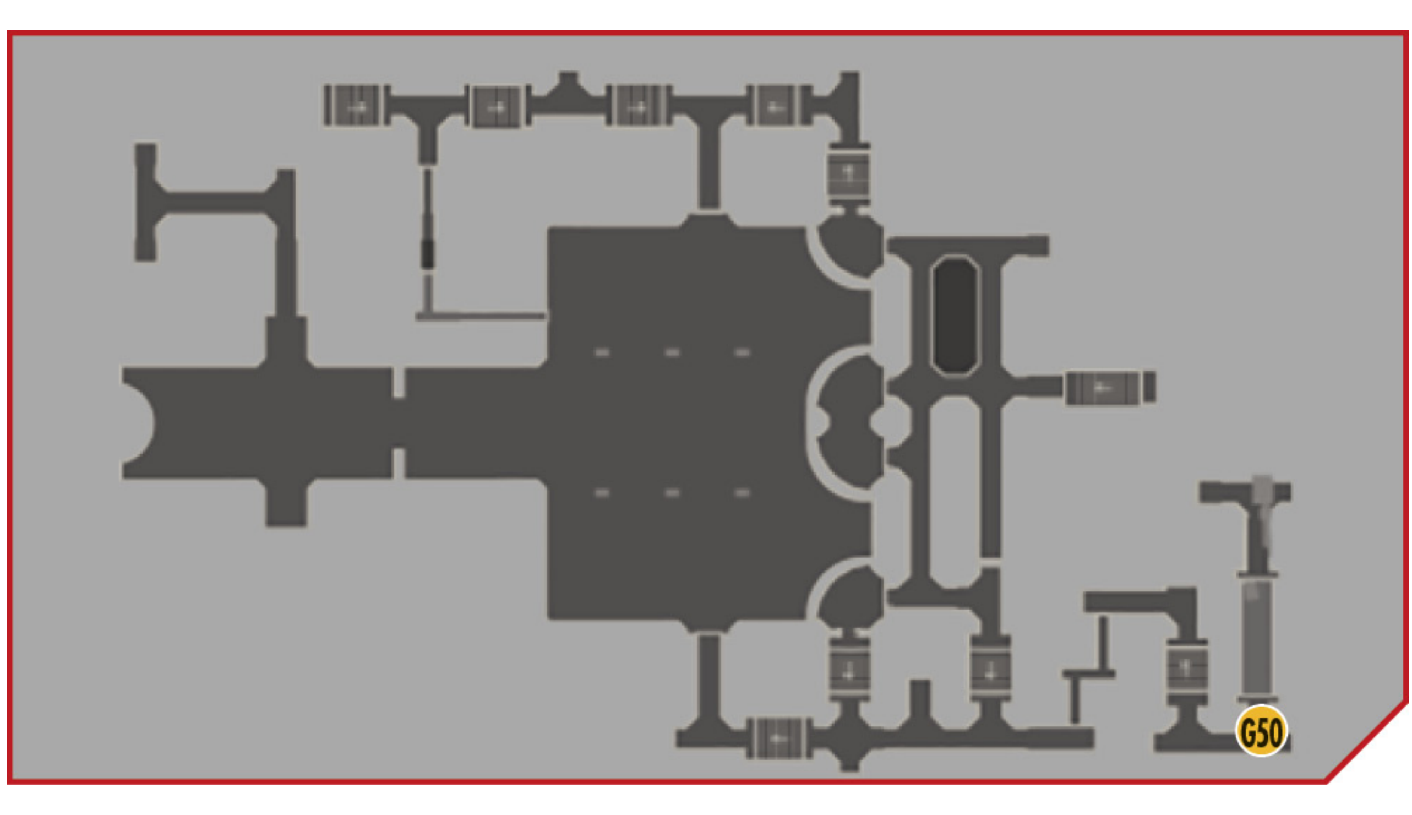
➤ *Basement Level 2*



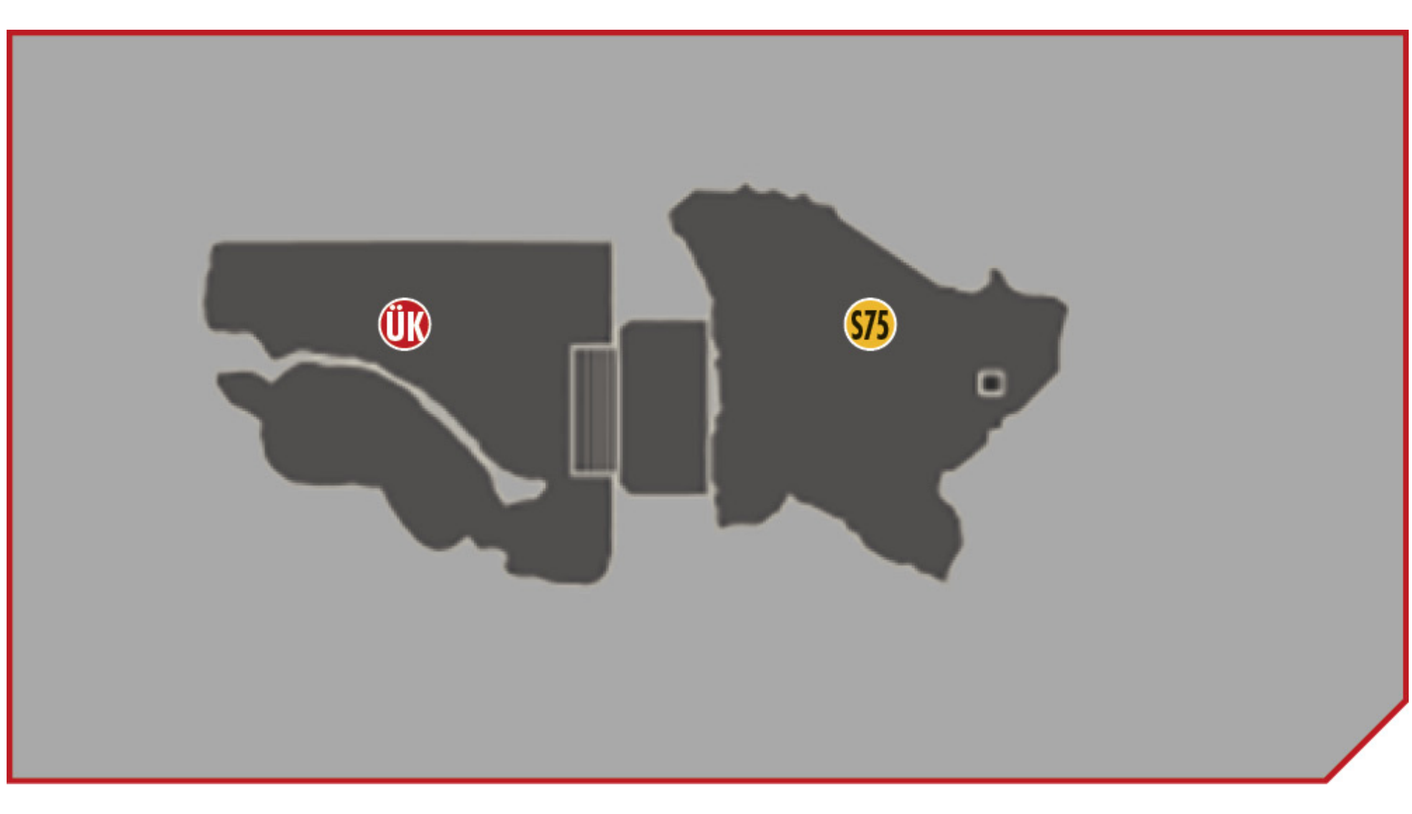
➤ *Basement Level 3*



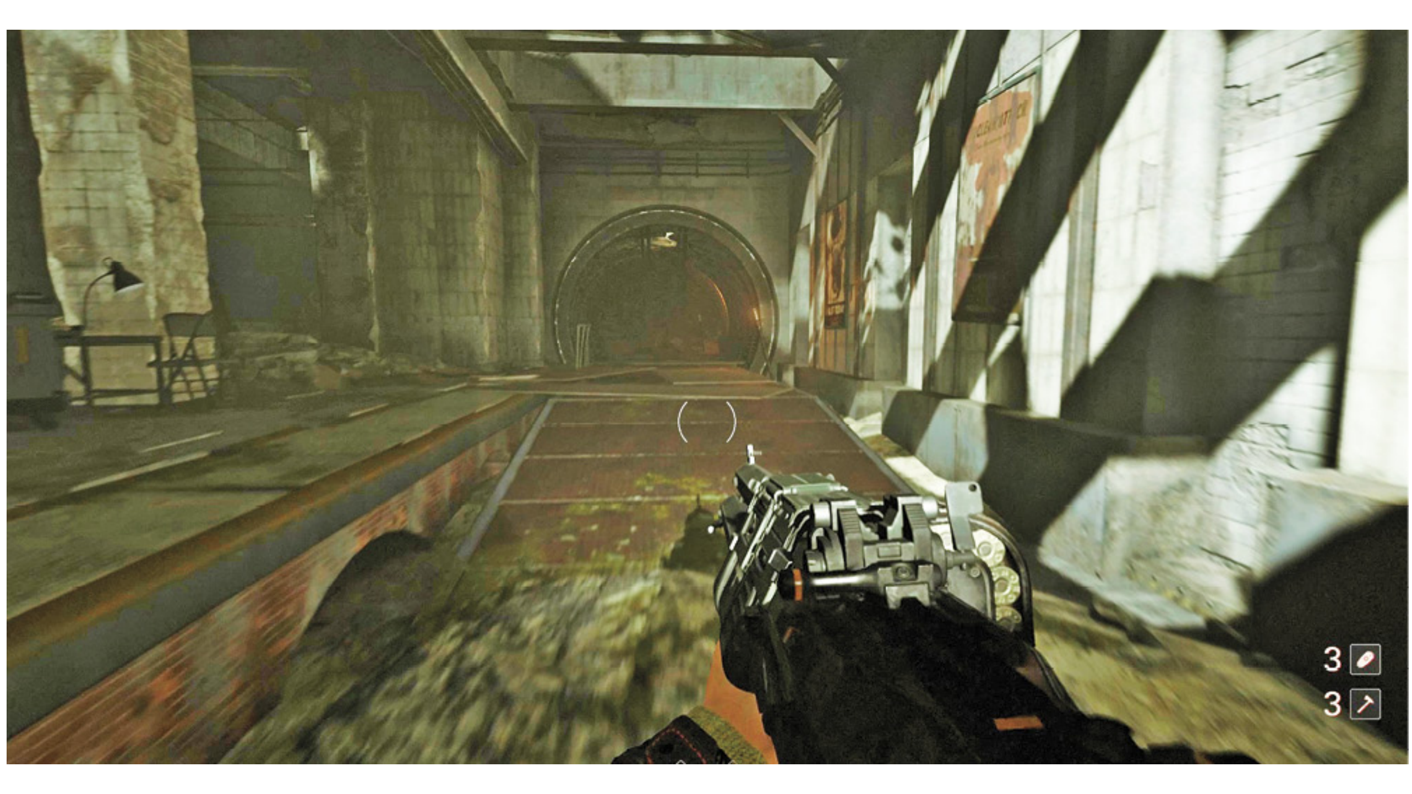
➤ *Basement Level 4*



➤ *Basement Level 5*

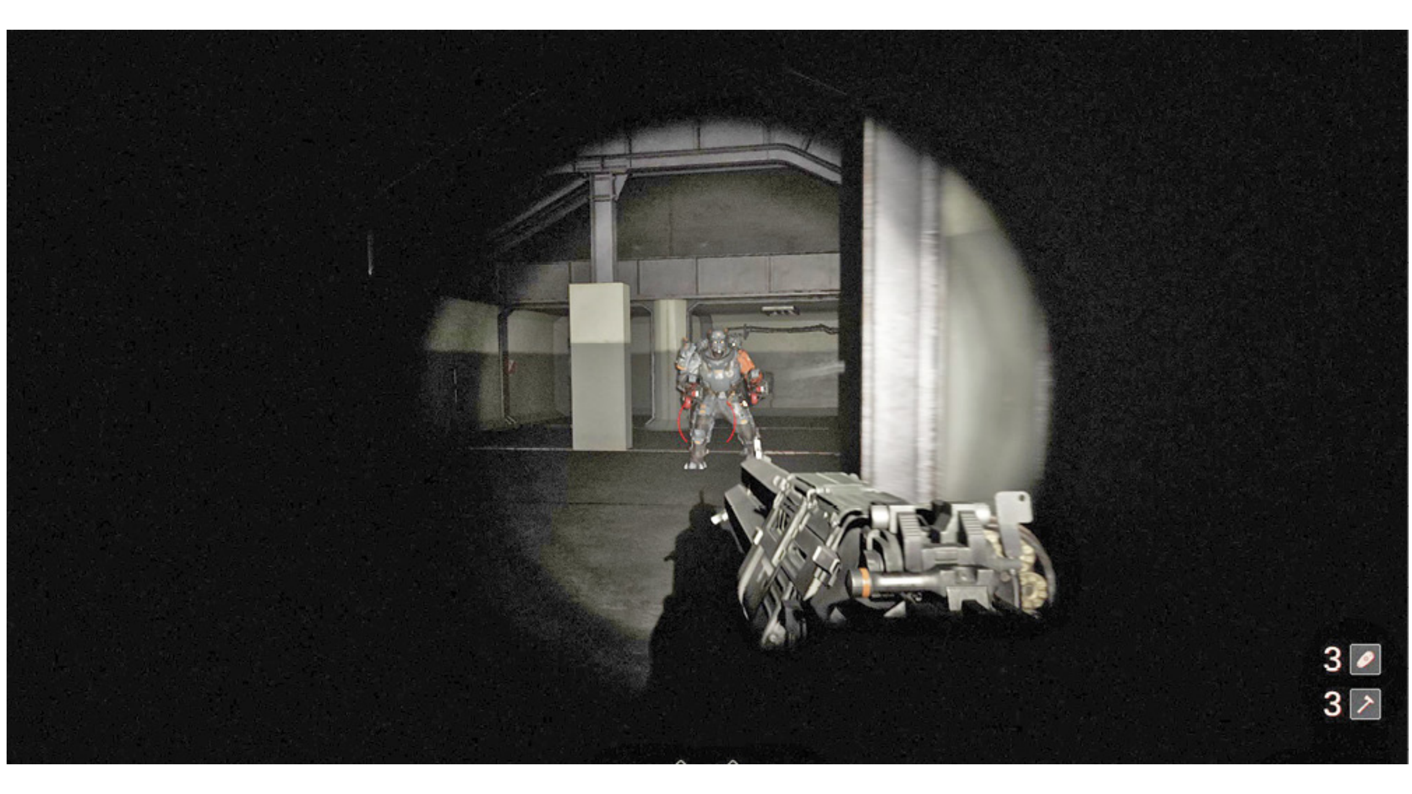


➤ *Ground Level*



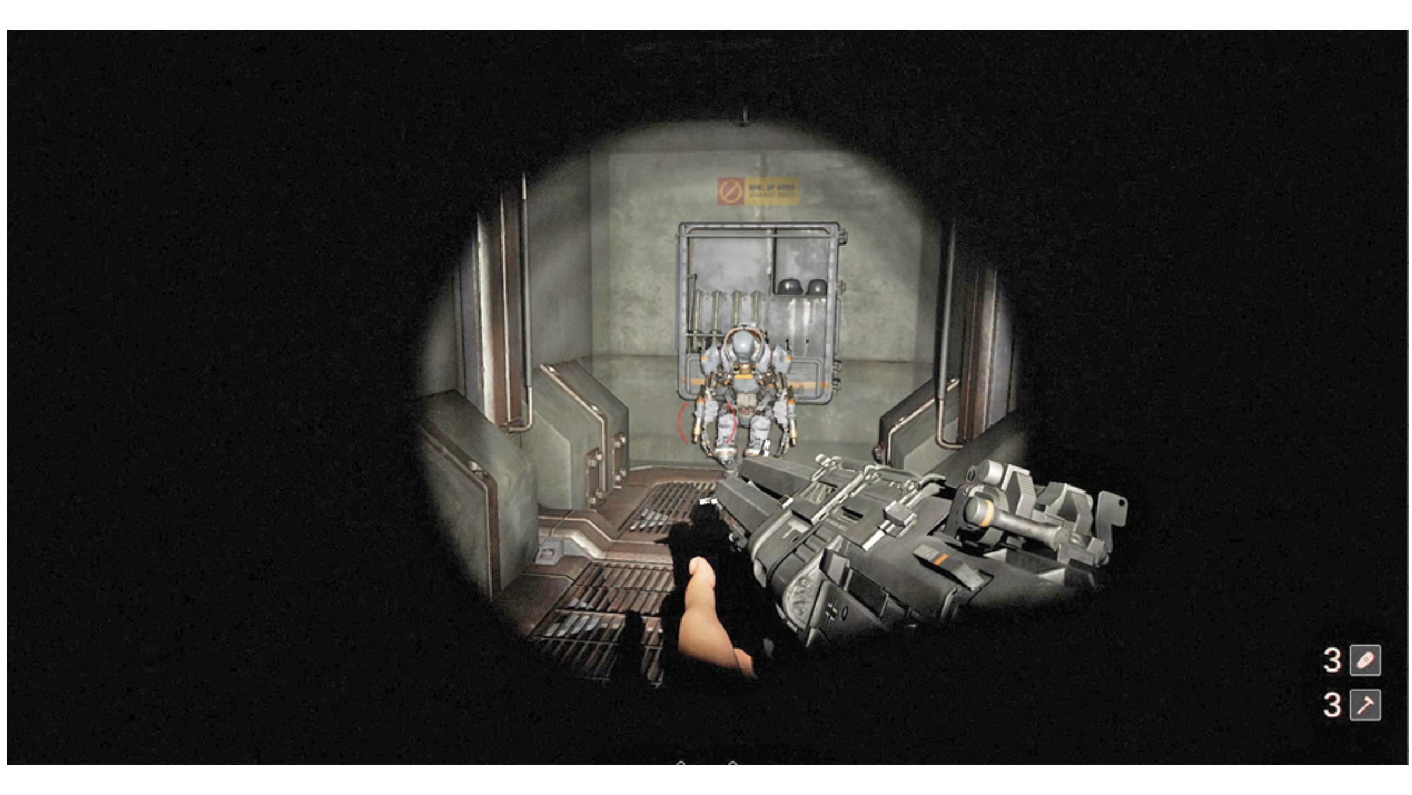
This mission starts you off in a subway tunnel at Basement Level 1. Most of the areas are dark, but you have a flashlight attached to your weapon. That cone of light is all the illumination you get for most of the mission, so your peripheral vision is practically nil. Advance across the first subway station to the tracks on the other side. Take a door on the right into a structure. The only way out is via crawling into a duct and then dropping to a lower level.

Follow another duct for a short distance, then drop to Basement Level 3. This level contains several ÜberSoldaten. It's tough to get them in the dark; try rushing them and hitting them with a hatchet. Explore the area, then take some stairs up to Basement Level 2.

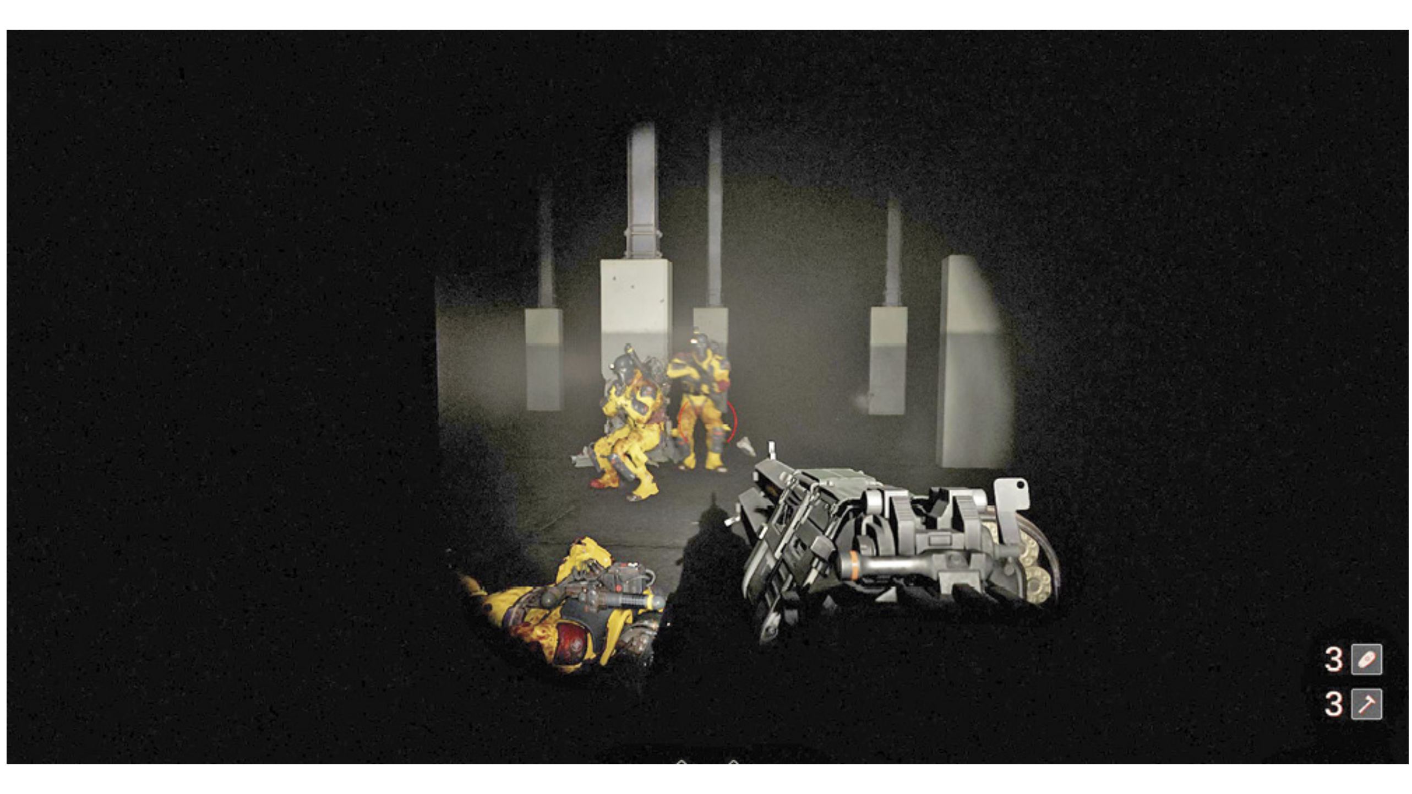


Explore the level. Expect SuperSoldaten and more ÜberSoldaten. Defeat them. Since there are no refueling/recharging stations for your heavy weapons, use the weapons dropped by the SuperSoldaten to refill your own, or carry and use the enemy weapons. Traverse this area to reach some stairs on the far end, which lead down to another part of Basement Level 3. From there, you can get to Basement Level 4.

Two stairways lead down to Basement Level 4. Look for enemies such as SuperSoldaten or ÜberSoldaten next to the doors at the bottom of the stairs. Engage them through the doors, then let them come to you. If you enter the room at the bottom, you'll end up surrounded. By drawing your foes up the stairs into the narrow corridors of Basement Level 3, you gain an advantage.



When the enemies stop coming up the stairs, move down into Basement Level 4. By now, there should be few enemies remaining, if any. Even so, take a careful look around for inactive ÜberSoldaten in alcoves. Destroy them with a hatchet to keep them from activating if the fighting starts up again.



From either of the side control rooms, head downstairs to Basement Level 5. These passages lead to a large area filled with enemies. Once again, don't rush in; lure them out instead. There's also a Lasergewehr turret down there, so it's best to clear out the majority of everything else before you deal with it. Expect Soldiers, Laserhunds, SuperSoldaten, and ÜberSoldaten.

BROADCASTING ALARM
30

After clearing out Basement Level 5, advance past the turret and follow the passageway around until you reach a ladder. Before you go any farther, make sure you're stocked up on ammo, especially for your heavy weapon. When you're ready, climb the ladder all the way to the ground level. You've found the last Überkommandant. However, he has some protection—a Zerstörer.

BROADCASTING ALARM
7

As with other big enemies, you must destroy two limbs. Don't go down to the lower level where the Zerstörer is located. Instead, fire at it from the higher platform and take cover behind the wrecked automobile when necessary. Keep at it until the Zerstörer is destroyed. The Überkommandant comes for you then. Kill him and collect the final Death Card.

Walkthrough

The Reunion

AWAKENING

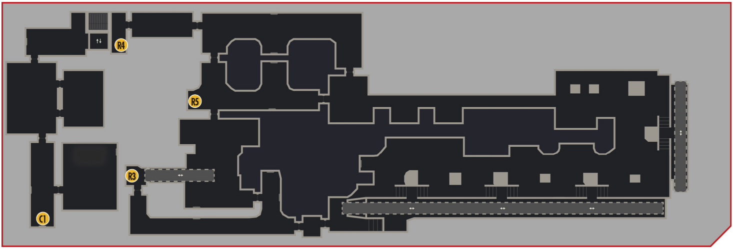
June 25, 1961
Captured Nazi U-Boat *Evas Hammer*
Somewhere in the Atlantic

As you recover from your injuries, the submarine you're aboard comes under attack. Though you try to stand, your legs don't support you. To get around, you need a wheelchair.

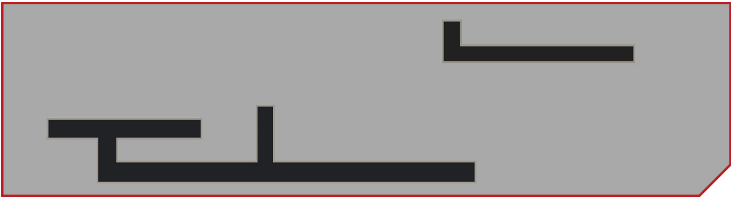
MAP LEGEND KEY FOR COLLECTIBLES

C	Concepts
G	Gold
M	Map

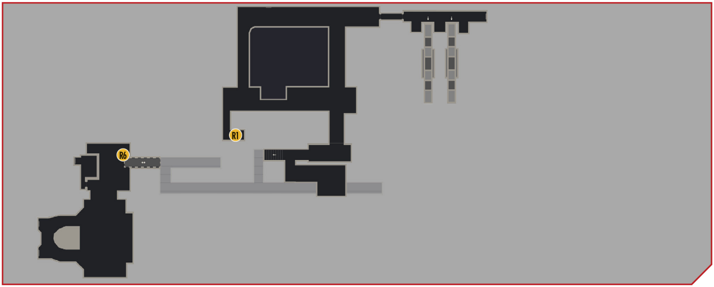
R	Readable
S	Star Card
T	Max’s Toy
U	Upgrade Kit
V	Vinyl Record



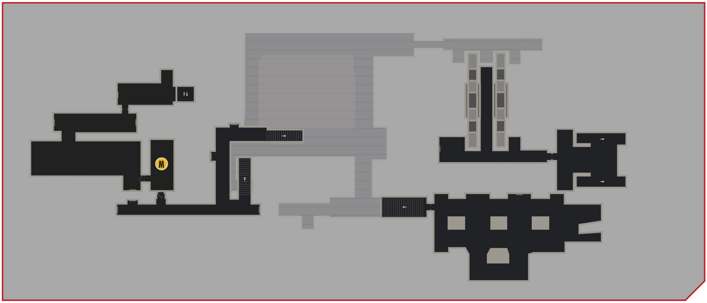
➤ *Ground Floor*



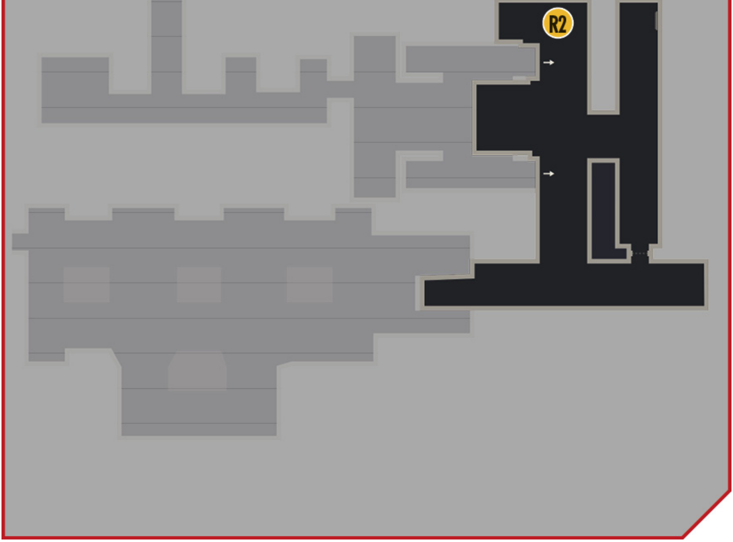
➤ *1st Floor*



➤ *2nd Floor*

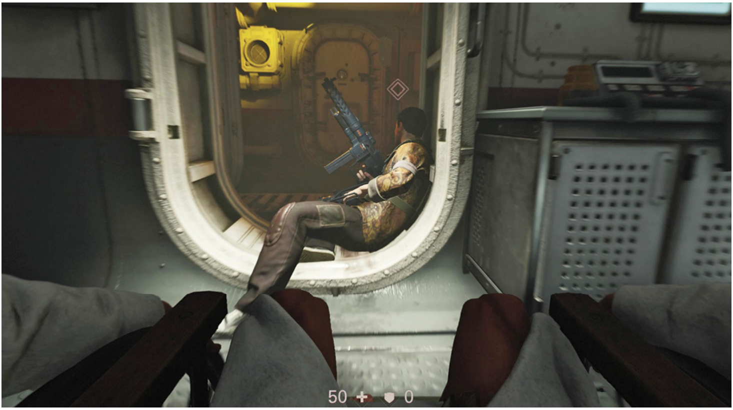


➤ *3rd Floor*

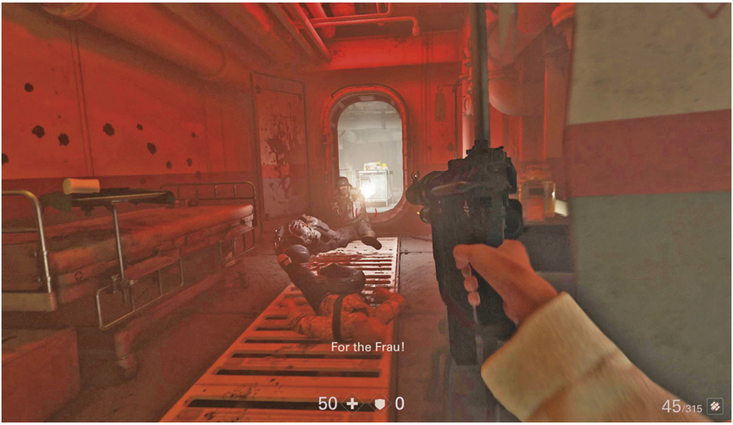


➤ *4th Floor*

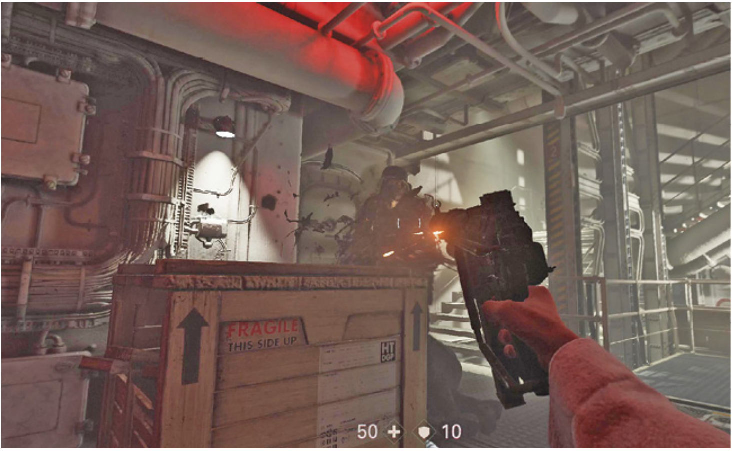
As soon as you get into the wheelchair, the battle reaches your area. A Kreisau fighter takes cover in a hatchway after getting hit by enemy fire. Wheel over to the fighter and talk to him. He gives you a submachine gun.



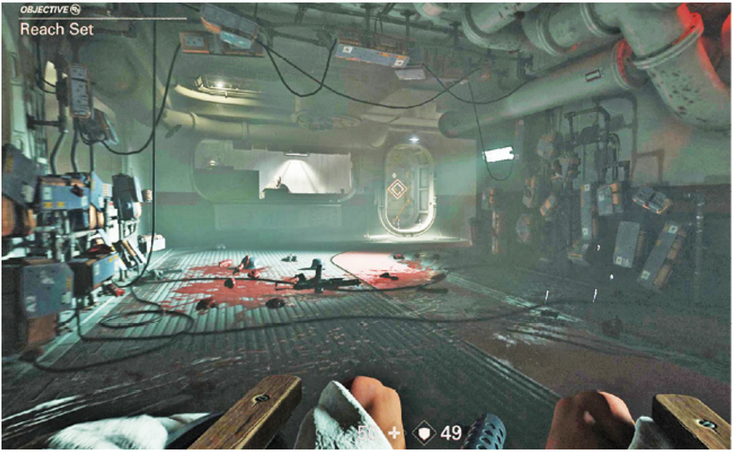
OBJECTIVE: REACH SET



Once you have the weapon, the fighter is killed and you're on your own for now. Wheel into the hatchway and turn to the right. Using the hatchway for partial cover, take aim at the Soldiers who approach from the next room. Kill three Soldiers and then search the hallway for ammo, helmets that add to your armor value, and first-aid kits. There's also a Concept Collectible in this hallway, so be sure to grab it.



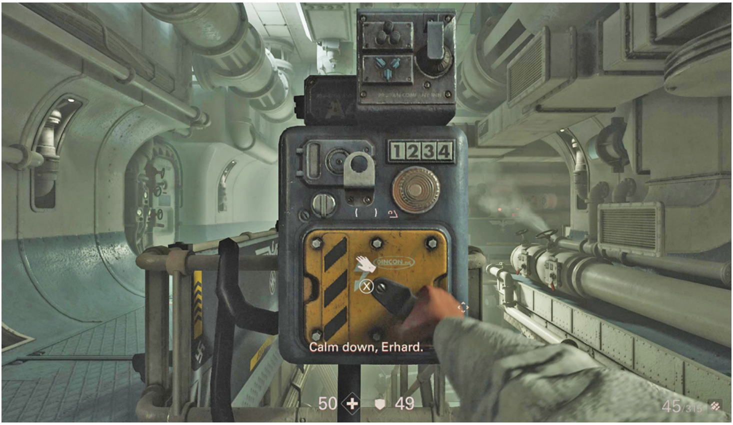
Roll out into the next room and the one to the right. Search for more items among the hospital beds; you need all the first-aid kids and armor you can get. Continue through the next hallway to reach the stairs. Two more Soldiers come down them. Take cover in the hatchway, or back into the medical room on the side and wait to shoot the enemies as they come through the hatchway. When all's clear, continue to the stairs. Since you can't go upstairs in a wheelchair, roll onto the small elevator and press the Control button to go up to the next level.



When the elevator reaches the top, roll forward and follow the hallways around to a larger room. You see a couple of Soldiers on the other side of a large window, but don't worry about them. They're about to be killed by one of Set's traps. Keep going until Set, the guy behind the control room window, tells you to stop. Wait for him to deactivate the microwave trap, then roll to the control room door and enter.

Inside the control room, Set tells you that the Nazis have boarded the U-boat and are looking for you. He's set up traps throughout the submarine, but hasn't activated them. To help you out, he gives you a map of the levels that shows the locations of the traps, along with the controls that activate or deactivate them. Since you're mobility-challenged, these traps can really help you clear the sub of Nazis.

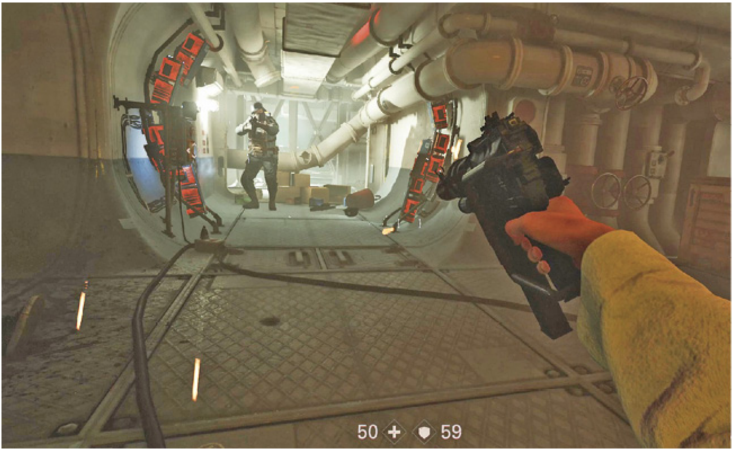
OBJECTIVE: GET TO THE SAIL DECK



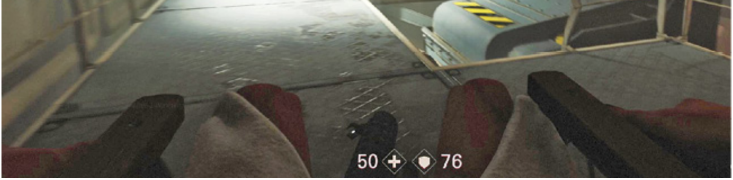
Leave the control room and follow a hallway toward some stairs leading down. A Soldier patrols to the left. Instead of shooting him, roll to the switch by the stairs and activate it. The trap kills the Soldier on your level. Before going down the stairs near the switch, roll around to another flight of stairs and lure a Soldier located below up the stairs and into the trap.

USING TRAPS

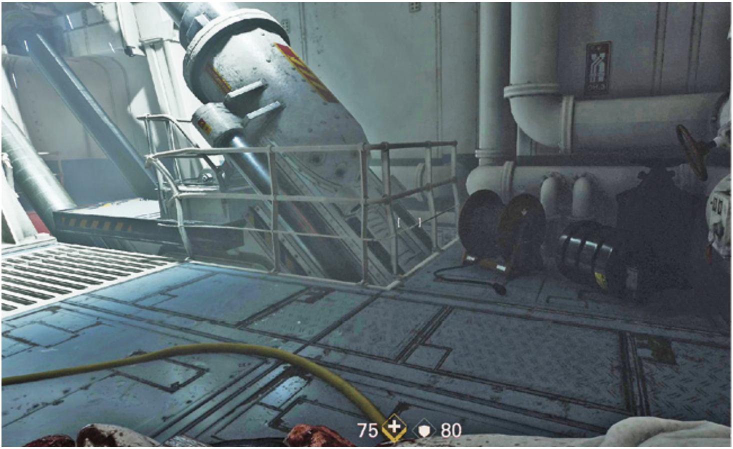
Set's traps are scattered around the submarine, as are the switches that control them. When any switch is used, it activates or deactivates all of the traps on the U-boat—not just the ones in your area. Use this knowledge to set traps before moving to an upper or lower level so they're ready to take out enemies, or deactivate them to avoid being cut off from areas behind the traps.



Keep the traps activated and roll down the stairs by the switch. There's a Soldier to the right unless you lured him to the trap already. Other Soldiers are on other sides of the traps. Avoid killing yourself as you move toward the switch at the end of the hall to the right of the stairs. A Soldier is near the switch, so move into view and then retreat so he walks into the trap. Use one of the switches to deactivate the traps so you can reach the hatchway leading to the gear room. Before heading there, use the switch near this hatch to activate the traps again so they're ready when you reach your destination.

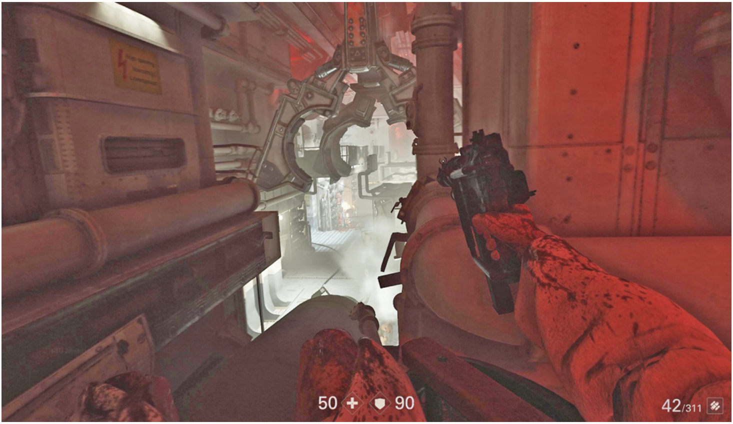


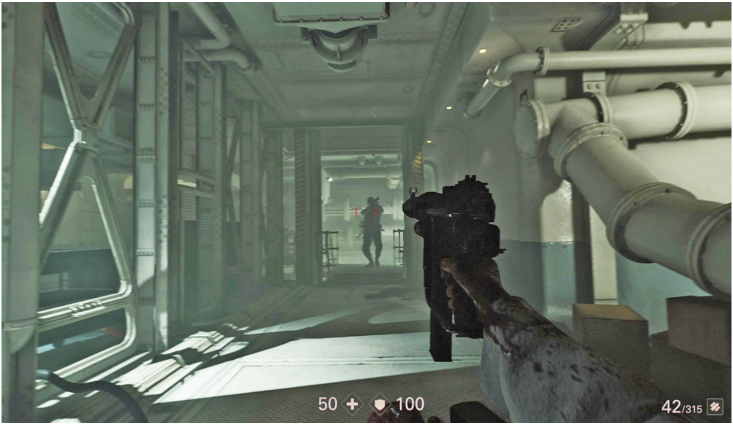
The gear room features two large rotating gears and a ladder leading to the upper walkway. Since you can't use the ladder, roll onto one of the gear's teeth and use it to lift you up onto the walkway. Quickly shoot the Soldier at the top, and be ready for two more in the room on the other side of the hatch. Move back from the hatch and find cover as you engage them.



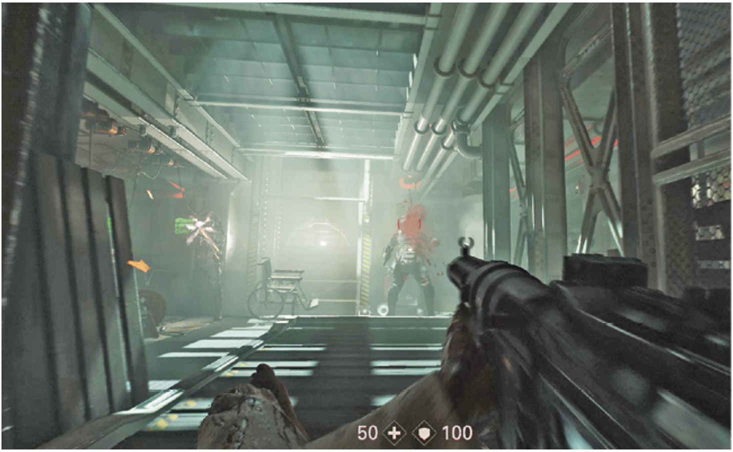
The next room contains two large pistons. Roll onto one of the platforms when the piston on the left is down, then ride it to the top. The traps up here are already activated, so be careful. Lure the Soldier on the other side into the trap. For some armor and ammo, deactivate the traps with the nearby switch and go to the hallway where the Soldier was. Once you have the goods, reactivate the traps when you return to the piston room.

You now need to get back down to a lower level. Before you ride down a ramp on a one-way trip, fire off some rounds to alert the Soldiers below. This causes a few of them to rush into traps down there. Pick off any others you see, then roll down the ramp. Finish off any remaining Soldiers, circumvent the traps by taking the passageway to the left, then use a switch to deactivate the traps. While it's possible to leave them on, doing so means you can't access some areas and makes your job tougher a few levels down.



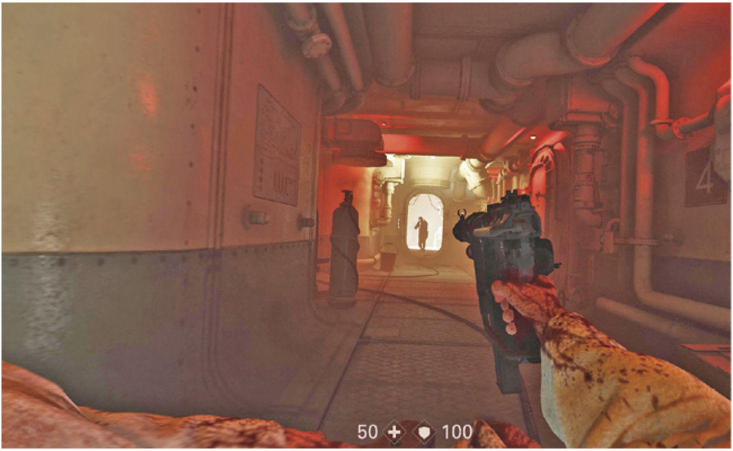


Roll down another ramp to a lower level. Be ready to shoot the Soldier there before he can get off a shot at you. Assuming you deactivated the traps, go left before you reach the stairs into a supply area. Here you can pick up some armor and other goodies. There's a switch in this area, but resist the temptation to activate the traps. Drop onto the conveyor belt and ride it to the next area.

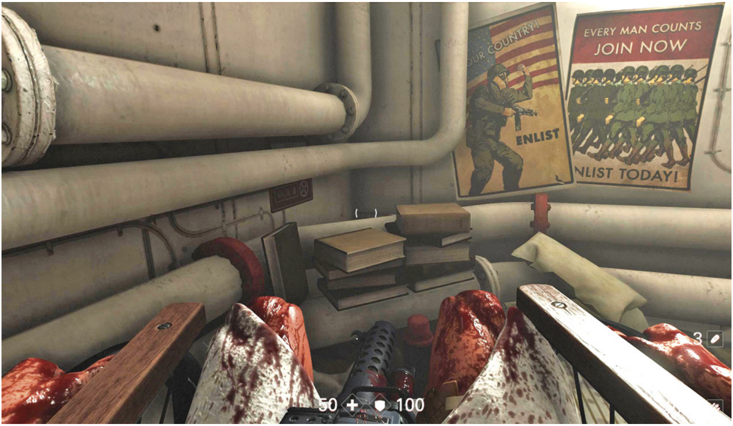


The conveyor belt takes you right up to the sail deck. However, when you near the top, a Soldier reverses the conveyor belt and sends you down to the lowest level. Be ready to shoot—there are two Soldiers at the bottom of the conveyor belt. You fall out of the wheelchair, at which point you can't move. Kill both enemies and get back into the wheelchair.

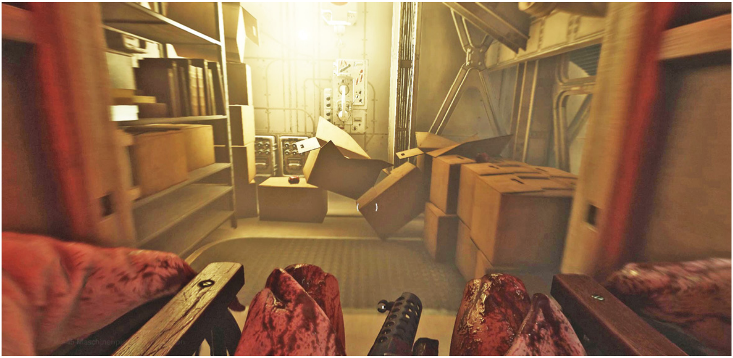
OBJECTIVE: REVERSE THE CONVEYOR BELT



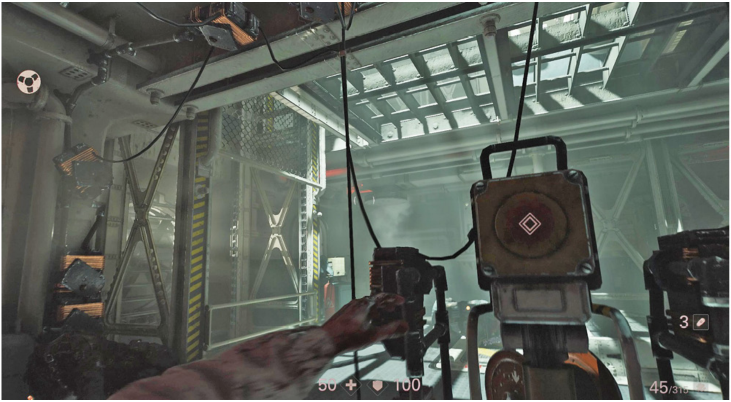
If the traps are still activated, you must travel around this area in a counter-clockwise direction and fight your way through numerous Soldiers. However, if you've been following our walkthrough, the traps should be down, in which case you can head left to reach the button that reverses the conveyor belt. Don't press it yet; you can snag some Collectibles and items while you're down here. Move through the hatch by the control panel, then use the switch to activate the traps. Down the hall to the right are some Soldiers. Shoot at them and take cover. As they pass through the hatch, a trap eliminates them. You can kill several Soldiers this way, but watch out for any who avoid the trap and come down the hallway to the left.



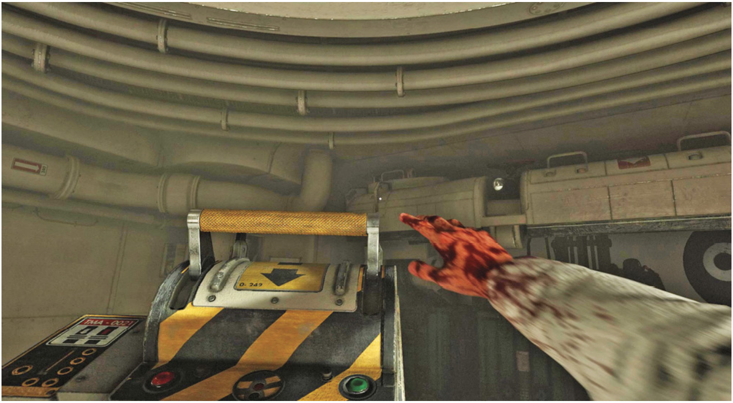
Leave the traps activated and go down the hallway to the left. At the intersection, enter the hatch on the left and follow it around to a hidden area containing a Collectible. Backtrack to the switch near the control room and deactivate the traps.



Move past the conveyor belt and through a small room to a hallway. Turn to the right and continue to the end, where you find a small room with some grenades and a Collectible. Pick them up. If your use of traps on the other side of the area worked well, there should only be two or three Soldiers left. Try luring them toward you and activating the switch near the grenade room; a trap near the switch can take care of them. Or move around and finish them off with grenades or the submachine gun. Or skip the enemies altogether and return to the conveyor belt. However, there are first-aid kits, ammo, armor, and more grenades scattered around the level, so exploring may be in your best interest.



Once you're done with this area, return to the conveyor belt and press the button nearby to reverse its direction. You can now ride it up to the sail deck.



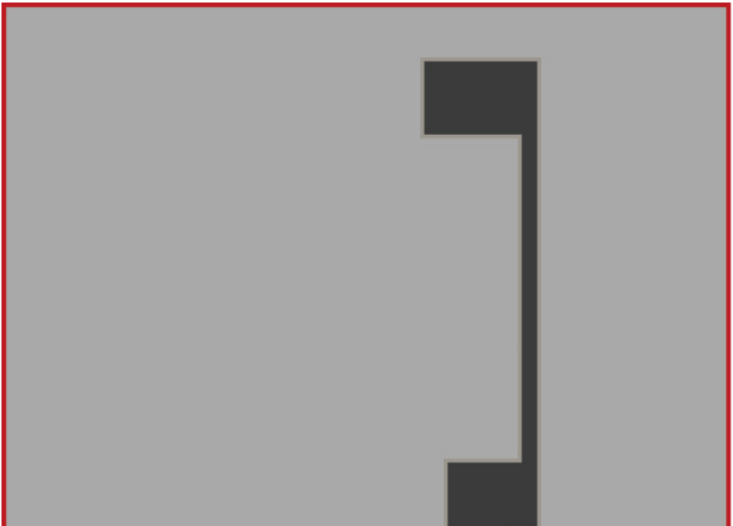
When you get up to the sail deck, activate the controls on the lift and ride it up to the deck of the U-boat. As soon as you use the controls, a Soldier attacks and knocks you over. Luckily Anya is there to save you and take you to the deck.

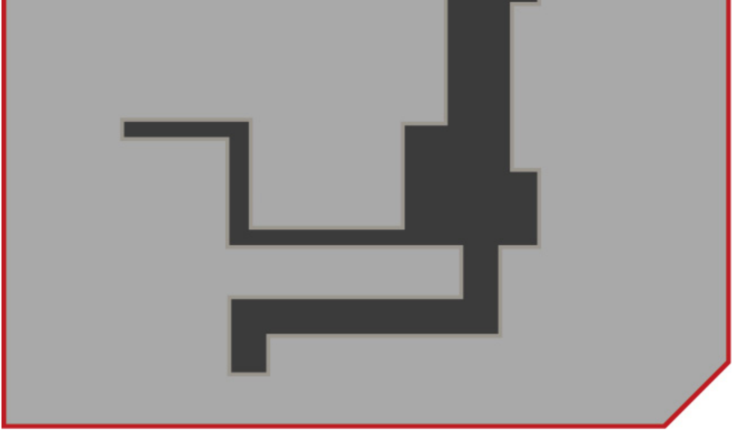
UNDER SIEGE

The *Ausmerzer*

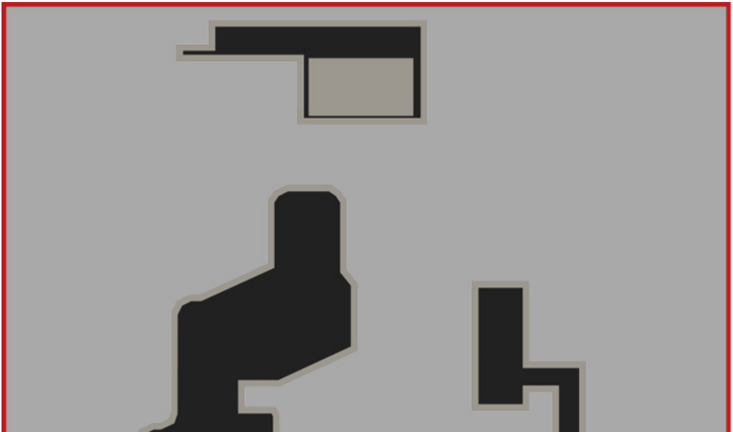
General Engel's Flying Air Fortress

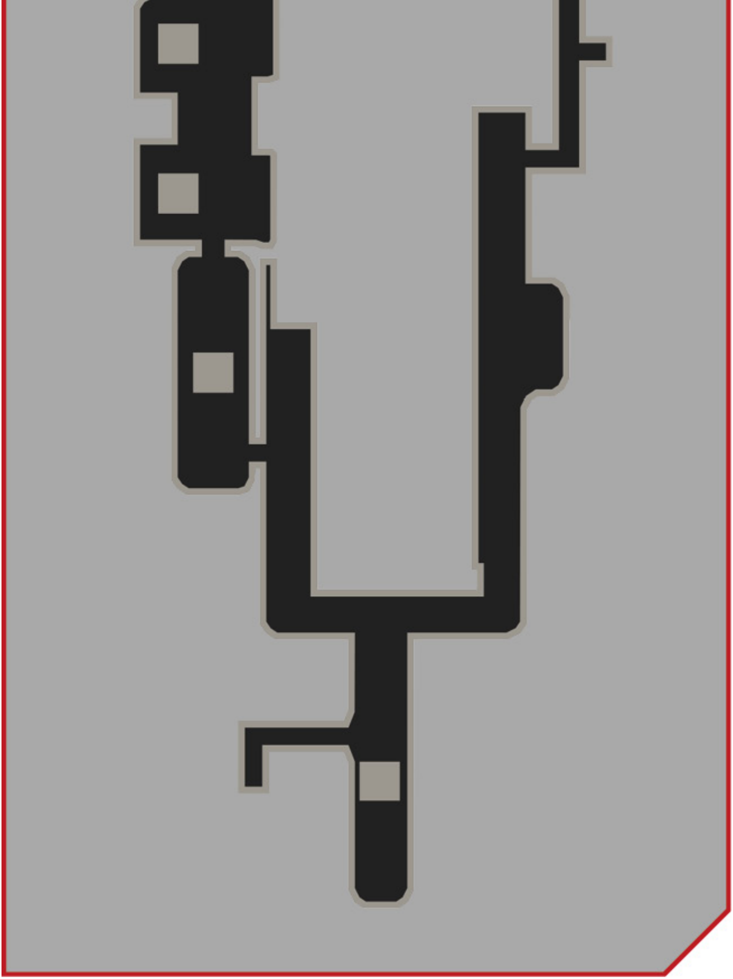
The Nazi air fortress has caught the submarine in its magnetic grasp, and General Engel has captured your friends. You must rescue them and release the submarine so it can dive underwater and escape the *Ausmerzer.* Accomplishing this requires that you first surrender to the Nazis so you can board the *Ausmerzer.*



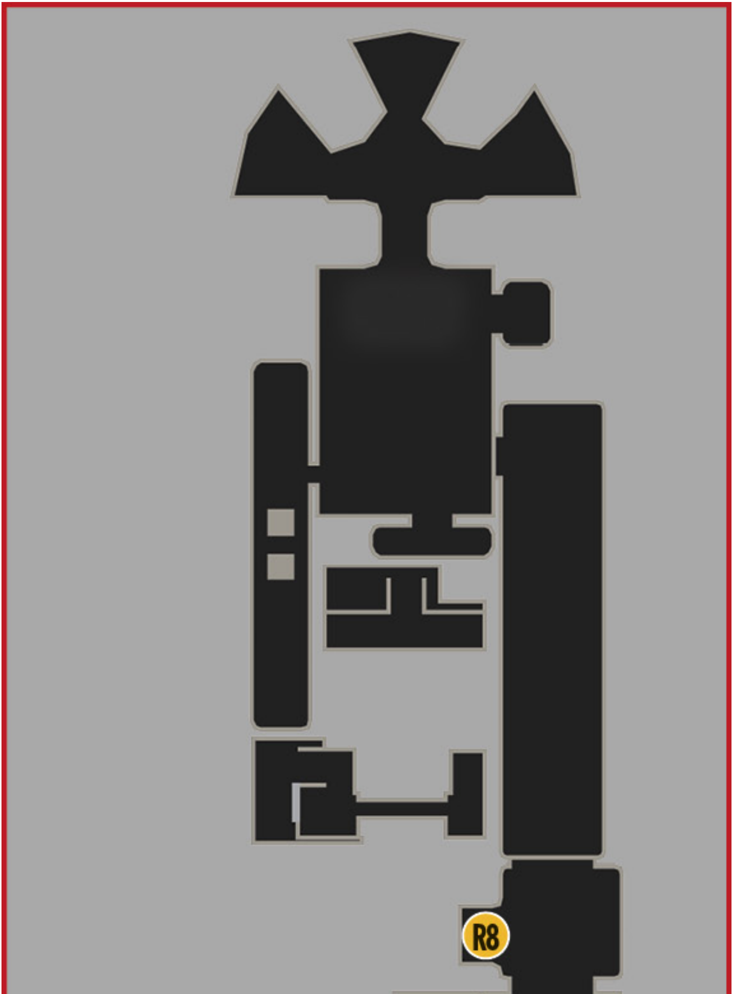


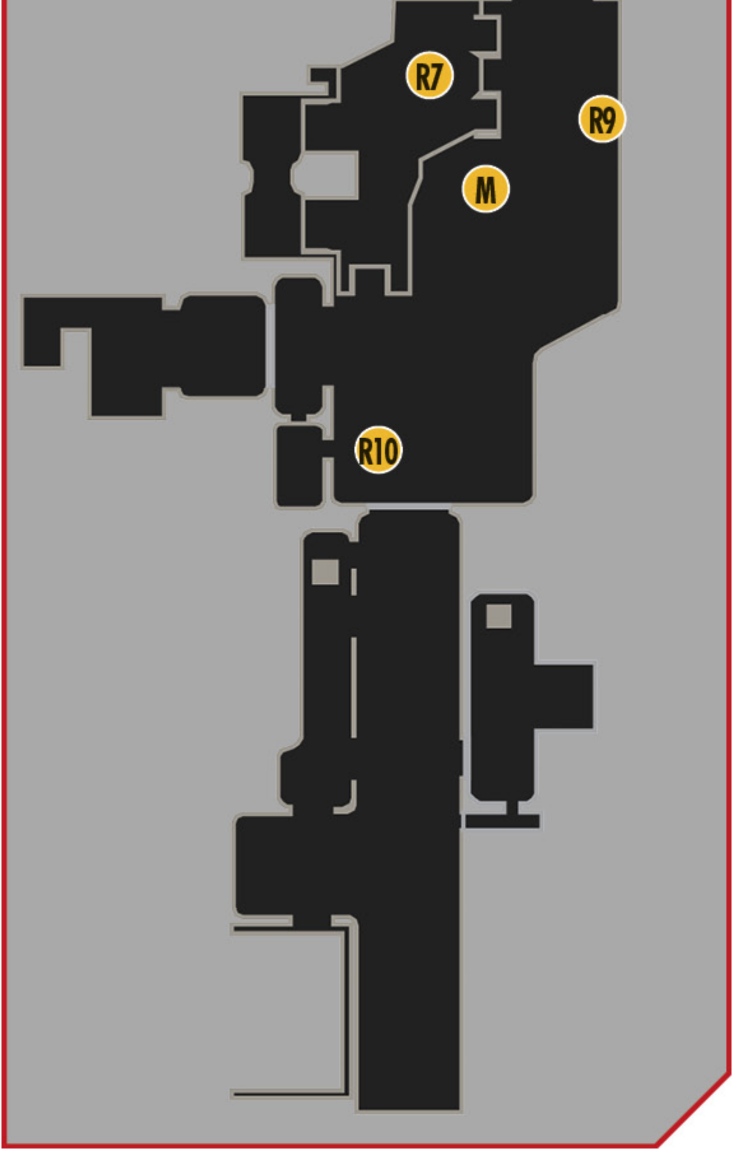
➤ *Level 2*



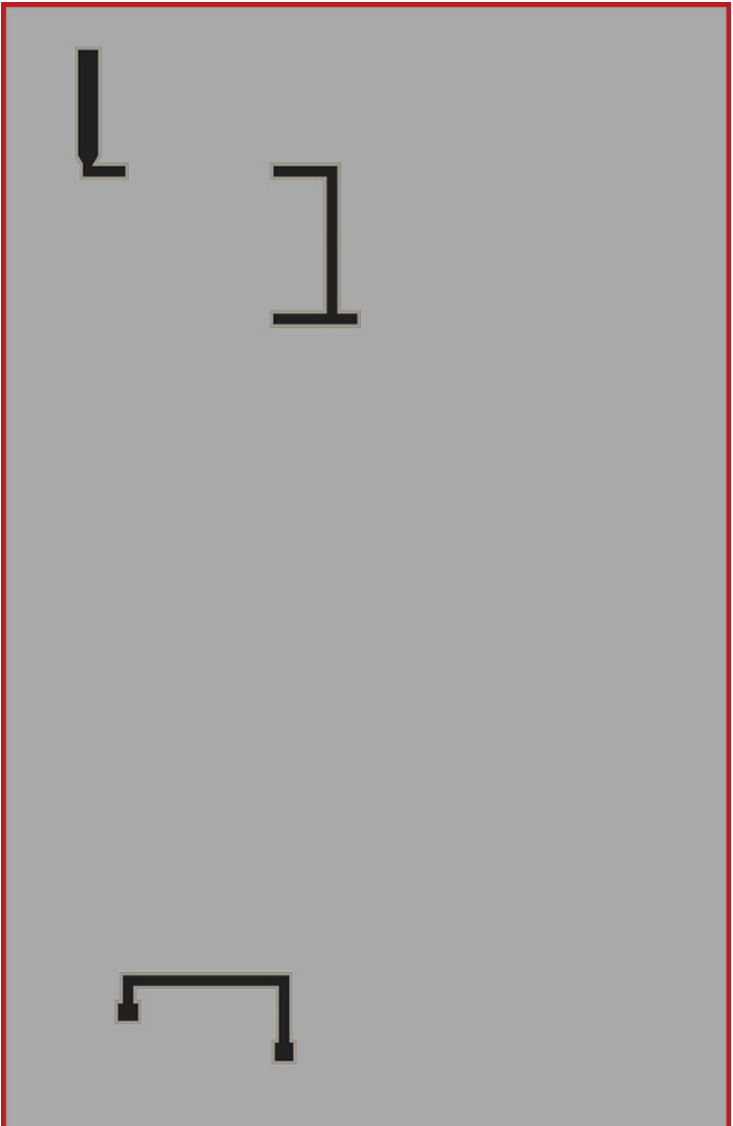


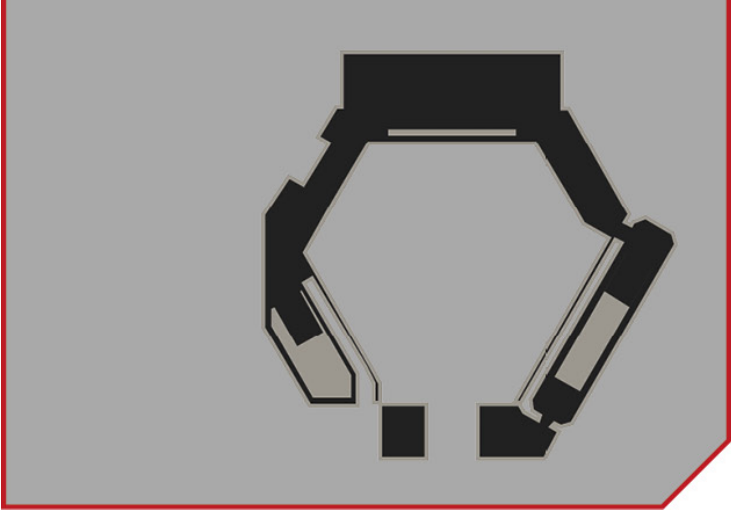
➤ *Level 1*



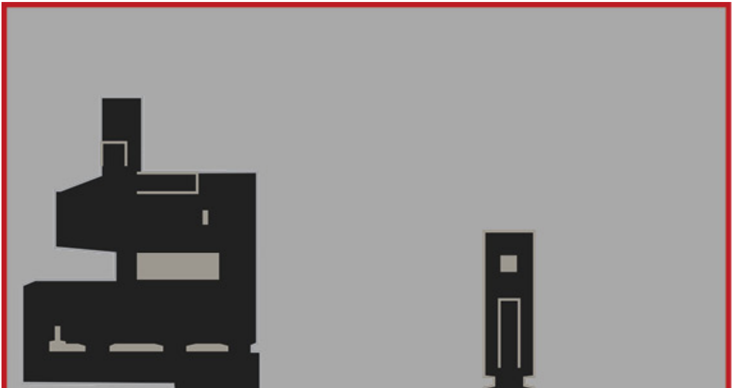


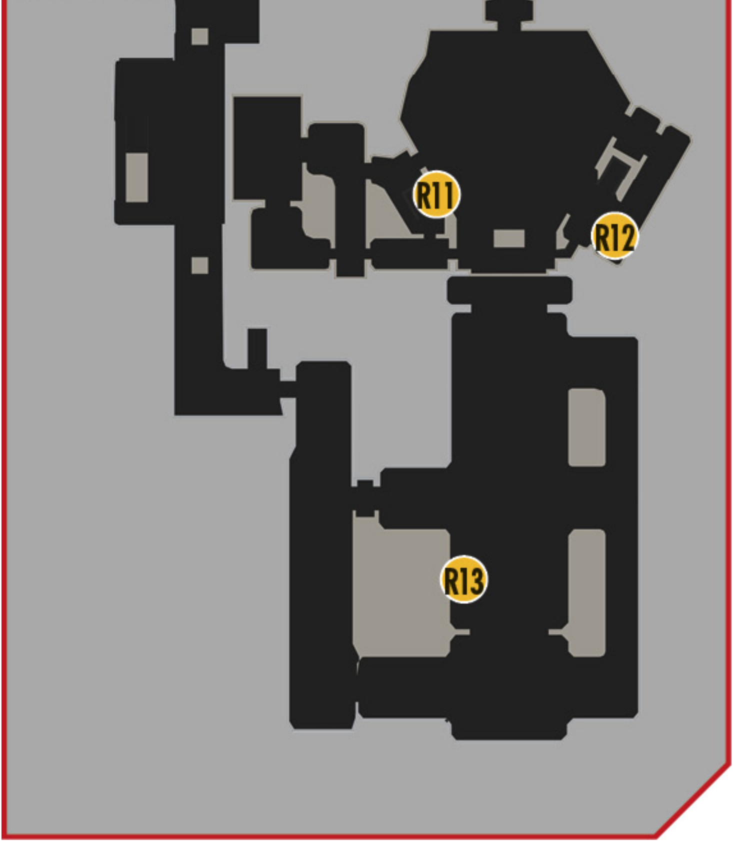
➤ *Level 0*



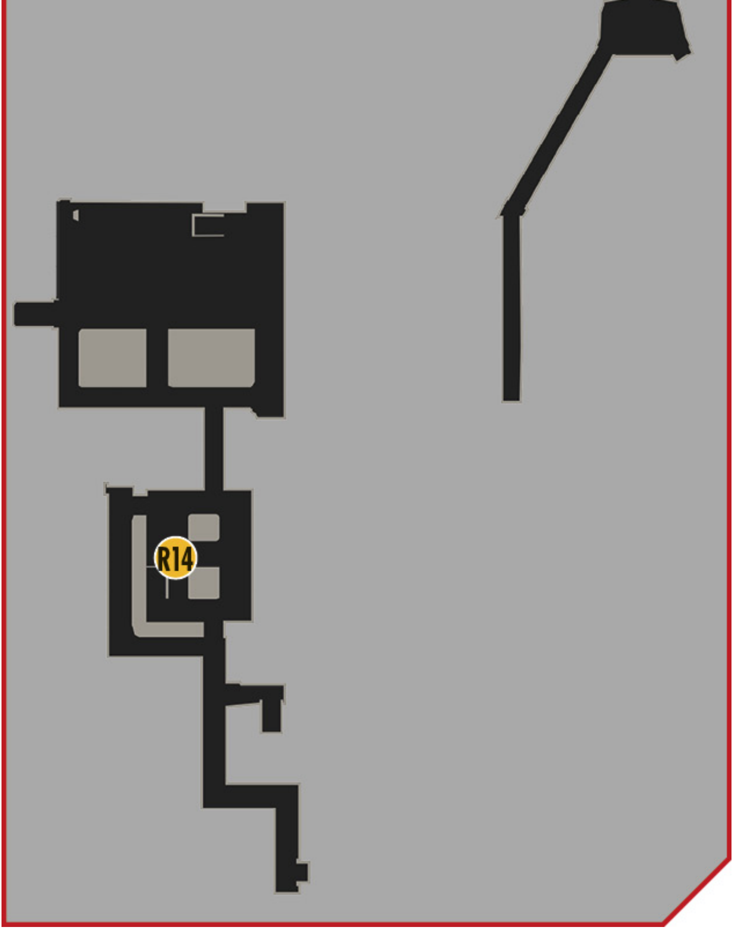


➤ *Basement Level 1*



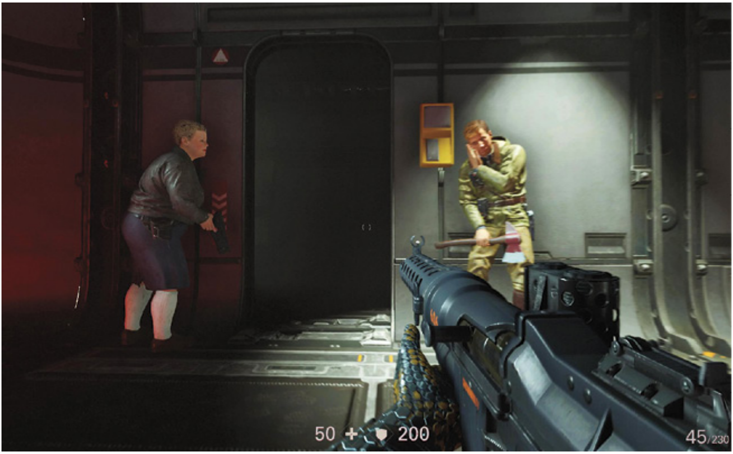


➤ *Basement Level 2*



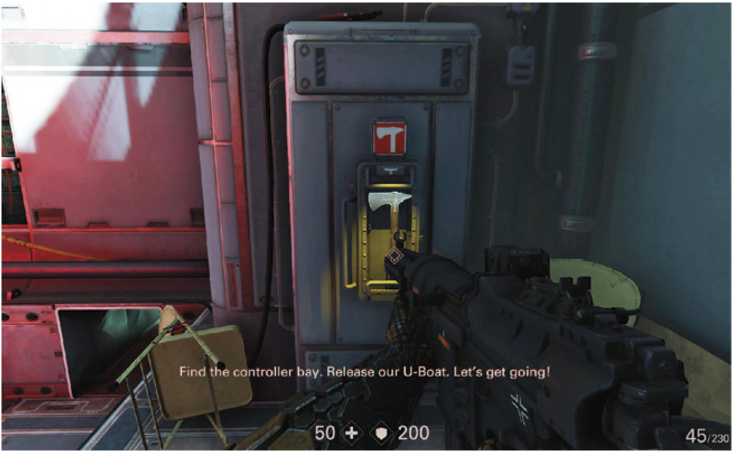
➤ *Basement Level 3*

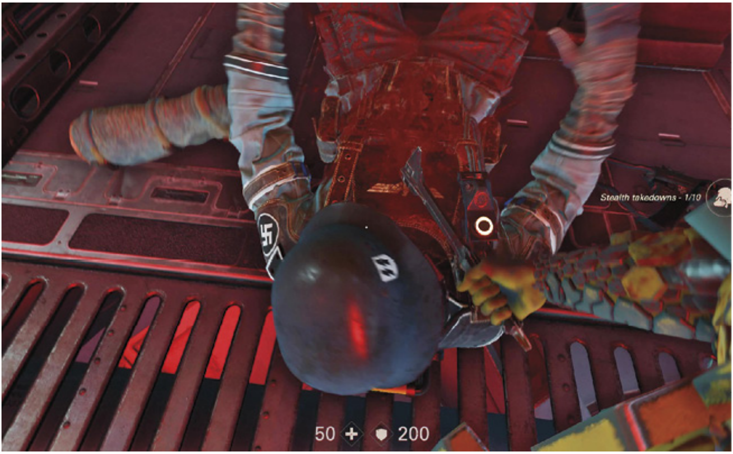
OBJECTIVE: REACH THE CONTROLLER BAY



Though you couldn't save Caroline, you must still release the submarine. To do this, get to the controller bay. Since you now have Caroline's Power Armor, you're no longer confined to a wheelchair and can move about without restrictions. Start by entering the small corridor off to the right. Though it looks like a dead end, your Power Armor can break through grates in the floor when you perform a Power Slam.

Traverse the ducts under the floor to emerge in another room. Climb the steps on the left and collect a fire hatchet from a case on the wall. You can do a lot with a hatchet. For starters, use it to pry open the yellow hatch on the wall. Another duct takes you to the other side of the room.

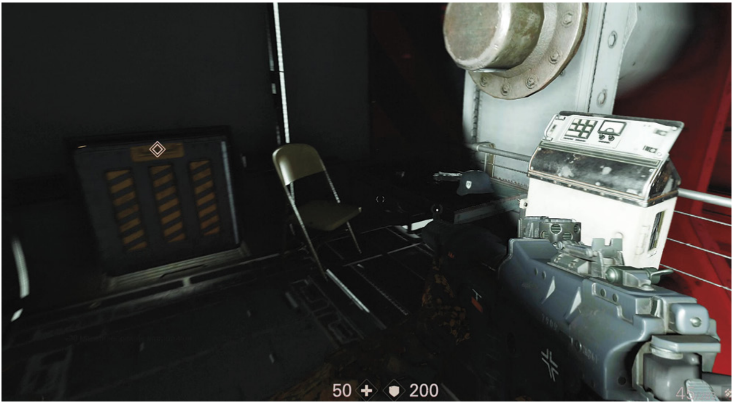

Find the controller bay. Release our U-Boat. Let's get going!



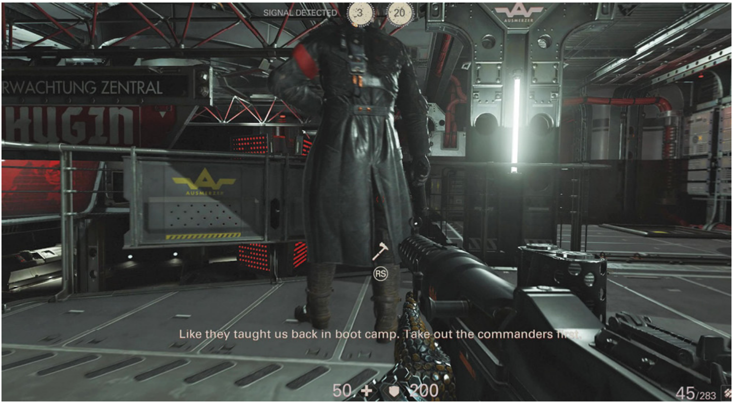
After you emerge from the duct, stay crouched, advance through a short tunnel, and sneak up behind a Soldier who has his back to you. Hatchets are great killing tools—attack an unaware enemy from behind for a stealth takedown. Stealth takedowns, as the name implies, make little noise and offer a way to neutralize enemies quickly. Move behind the Soldier and take him down. You can also use the hatchet to kill enemies who openly attack you—just get in close and hit them.

STEALTH TAKEDOWNS

Sometimes when you close the distance with an enemy, melee attacks make for the quickest kills; use your firearm in these cases. However, a hatchet gives you a more effective means of leveling the playing field. Since you're almost always outnumbered, stealth takedowns can reduce the number of enemies before the guns begin blazing.

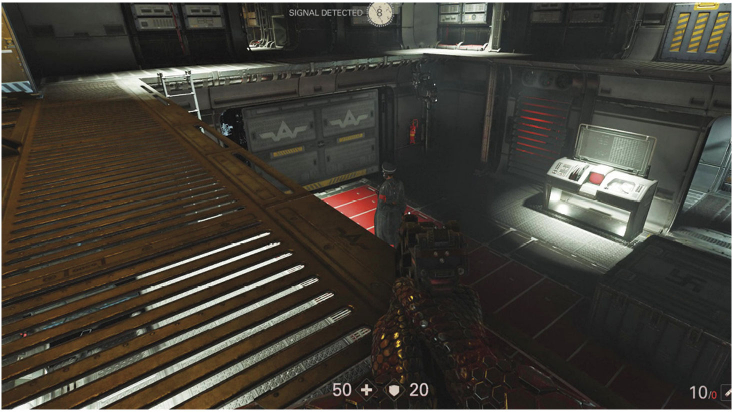


The only way to go from here is up. Climb a nearby ladder and cross a catwalk to another ladder. Once you reach the upper platform, pick up the Pistole lying on the table. You're now carrying a second firearm. To continue, open the yellow hatch with your hatchet and traverse the ductwork to the next area.



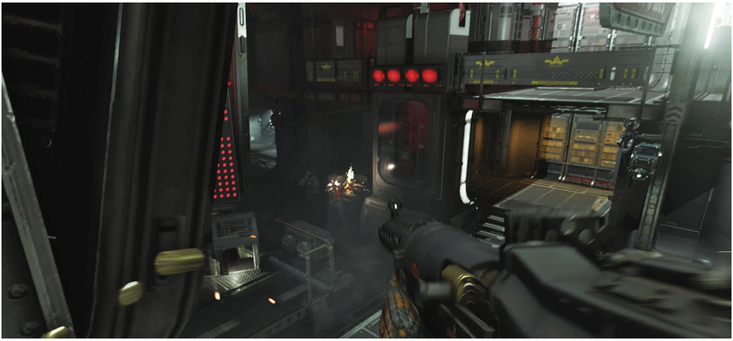
Like they taught us back in boot camp. Take out the commanders first.

At the end of the duct, drop onto the large room's upper level. Stay quiet; there are two Kommandants in this area. Notice the signal indicators located at the top of the screen. These show the direction of the radio signals coming from the Kommandants, and the distance to them. Take out the Kommandants to prevent reinforcements from arriving. The first Kommandant is right in front of you. Stay low and use a stealth takedown—one signal down. Snag some Pistole ammo from the body, as well as an Enigma Code.



The second Kommandant is located on the lower level of this room at the far side. To take him out before he can sound an alarm, enter the duct near where you dropped from. Follow it to a catwalk, then into another duct. This leads to a catwalk that circles the central part of the room. Stay low, quiet, and hidden. The Kommandant moves around to different spots in a pattern.

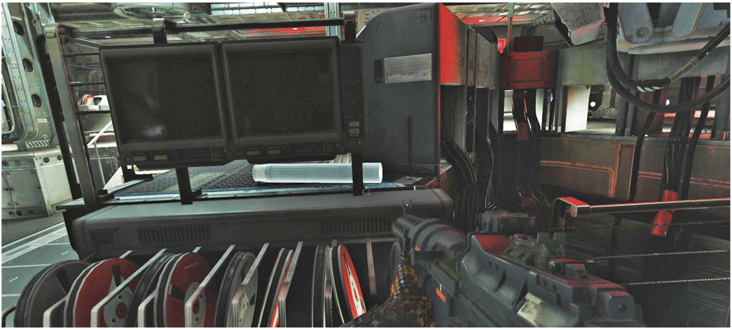
Wait until he's across from you and facing away. Using the Pistole, take careful aim and kill him with one shot to the head.



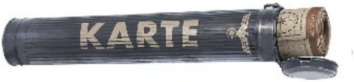
If you take out both Kommandants before they sound the alarm, all you have to do now is neutralize the remaining Soldiers in the lower level of this room—no more show up. Stay up on the catwalks. Move around and take headshots with the Pistole, or switch back to your submachine guns. Pick off the Soldiers as they come into view. If you take damage, retreat into the ducts and hide while your health replenishes. By strategically maneuvering and taking cover, you can often take enemies by surprise and hit them from behind before they know where you are. Stay up high until all enemies are dead, then drop down to the lower level.

TWO GUNS ARE BETTER THAN ONE

This is a good opportunity to try out the dual-wielding ability. You have two submachine guns, which you can shoot at the same time. Keep in mind that you must pull each trigger individually. This puts out a lot of lead and is great for firing into clusters of enemies, or for rapidly putting one down.

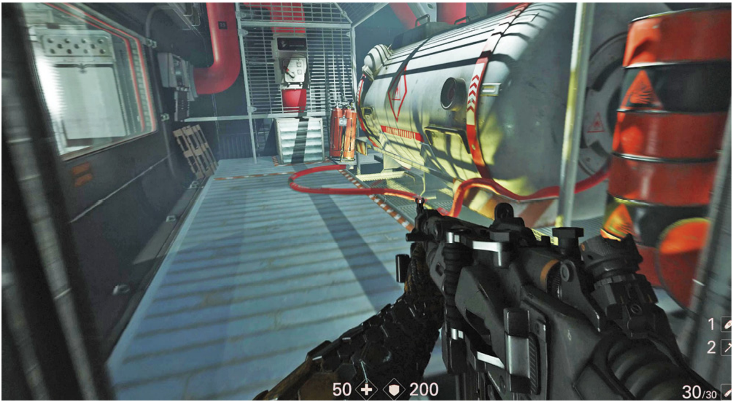


Search the lower level for Collectibles, armor, first-aid kits, and ammo. There's also a map located on one of the consoles. Grabbing it gets you a map of the *Ausmerzer*, which helps you plan your tactics. Don't forget to pick up the second Enigma Code from the Kommandant on the lower level. You can use the codes once you gain access to an Enigma Machine.

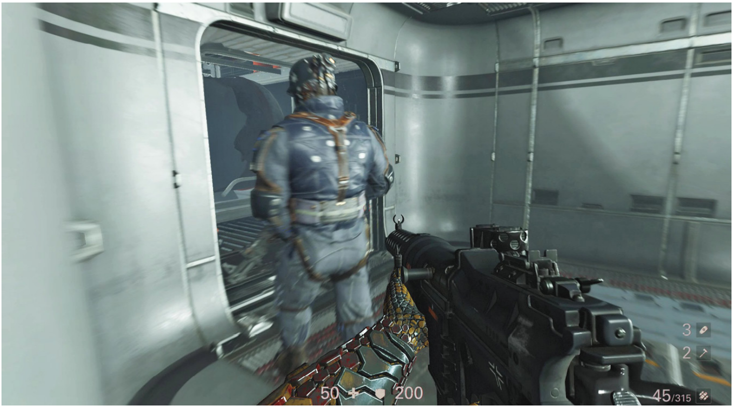


Follow the Objective icon to the yellow hatch on the left side of the corridor at the end of the room. Open it with your hatchet and crawl into the armory. Here you can grab more ammo, grenades, another hatchet, and a Sturmgewehr. This assault rifle fires a large round for more damage and is better for longer ranges than the submachine gun. The additional hatchet allows you to throw this weapon for silent kills at short range. Pick up thrown hatchets to recover them.

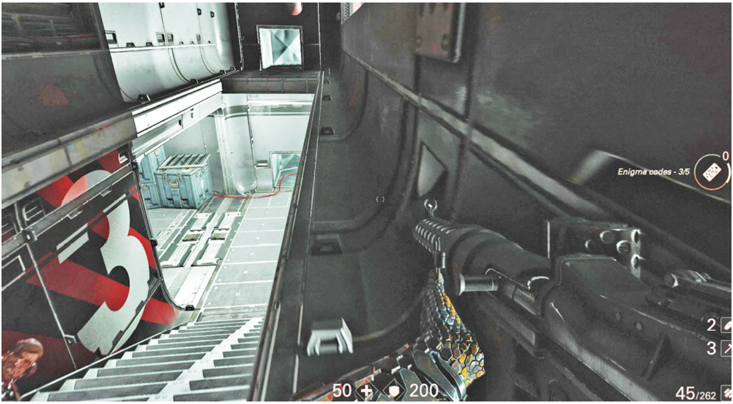
OBJECTIVE: USE A GRENADE TO DESTROY THE TANK



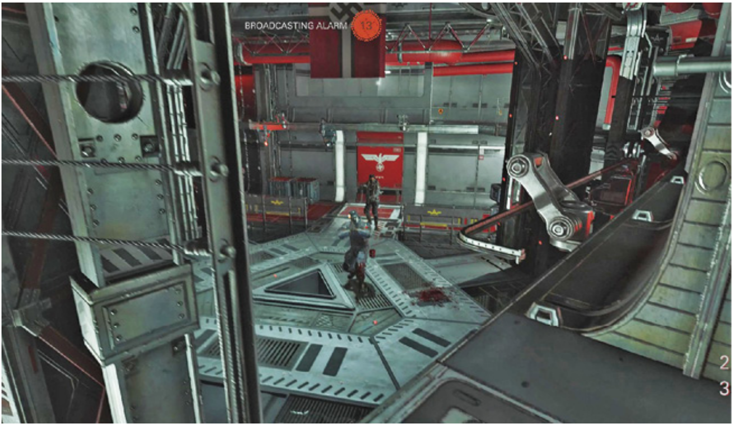
Once you're stocked up, drop into a duct opening and follow it around to another room. Jump up out of the duct and use the switch to open the armory doors. You need to get down to a lower level. There's no passage from your position, so make your own. Throw a grenade into the next room to blow up the large fuel tank there, or shoot the small red explosive tanks near the large tank—when the small tanks blow, so does the big one. Either method creates a hole in the floor, which grants you access to the next level. Before heading down, consider returning to the armory and picking up another grenade so you're fully equipped.



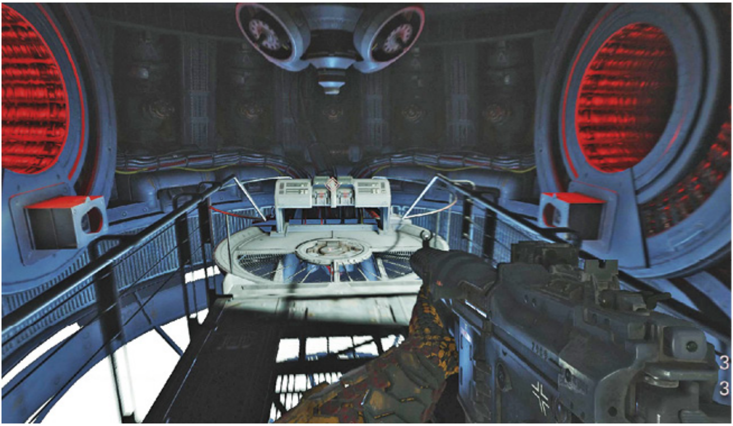
Drop through the hole. Two Soldiers patrol this area. Use your hatchets ot take them out silently. If you prevent them from getting off a shot, you avoid sounding an alarm in the larger control room. Look for some grenades and another hatchet in the corridor.



Approach the control room, but don't rush in. Instead, head up the stairs to the left to reach the upper level. Pick up a Collectible at the bottom of the stairs on your way. A single Soldier patrols up here, but you have a tough time sneaking up on him for a stealth takedown. When he's turned away, aim for his head and throw a hatchet. If the alarm sounds while you're caught on the upper level, Soldiers come up the stairways at both ends and surround you. To avoid that predicament, work your way around to the opposite stairway, staying low and out of sight. Rather than taking the stairs down, move along the ledge to the right of the stairway to reach a duct. This takes you to a platform overlooking the area below. Hide in the duct if you start taking damage.

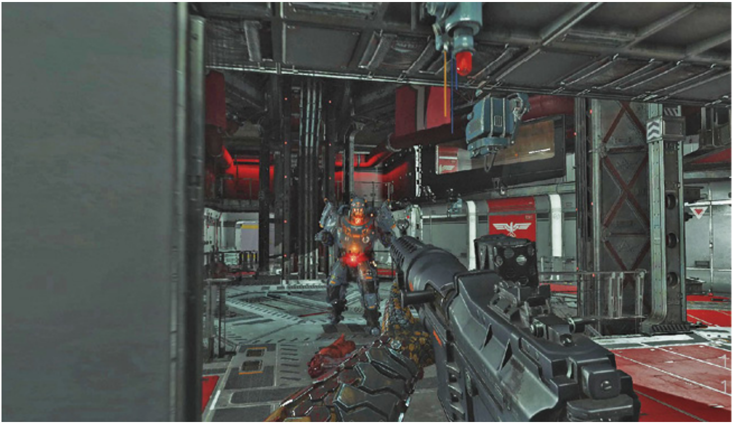


Take out the Kommandant below before he sounds the alarm and brings in more Soldiers. The enemies here throw grenades at you, so watch for them, and back off if they're close to you. If several Soldiers cluster together, toss a grenade of your own into their midst. Use the several red explosive tanks in the area to your advantage as well—if an enemy takes cover near one, shoot it to kill him and any other nearby enemies with the explosion.

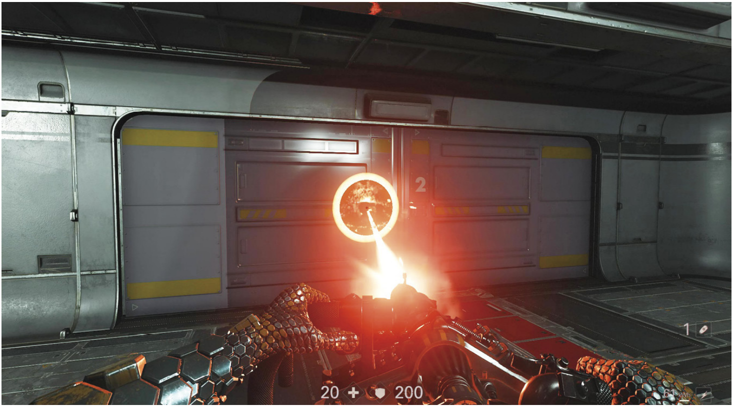


Once the area is clear, restock your ammo and armor. Don't forget the Kommandant's Enigma Code. Follow the Objective icon to the controller bay, eliminating the couple of Soldiers on the catwalks along the way. Use the controls to release *Evas Hammer*.

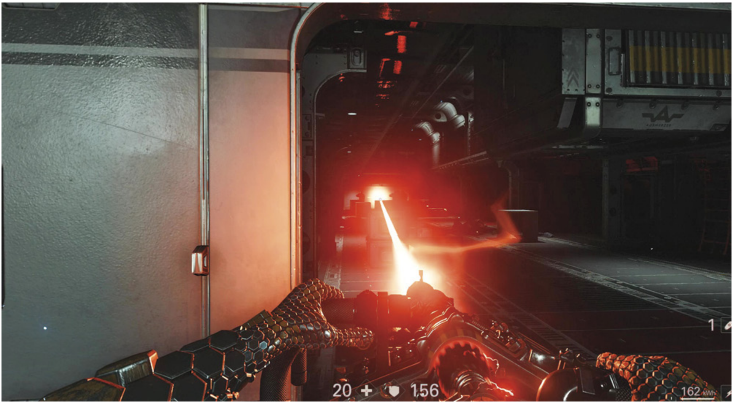
OBJECTIVE: RETURN TO THE HANGAR BAY



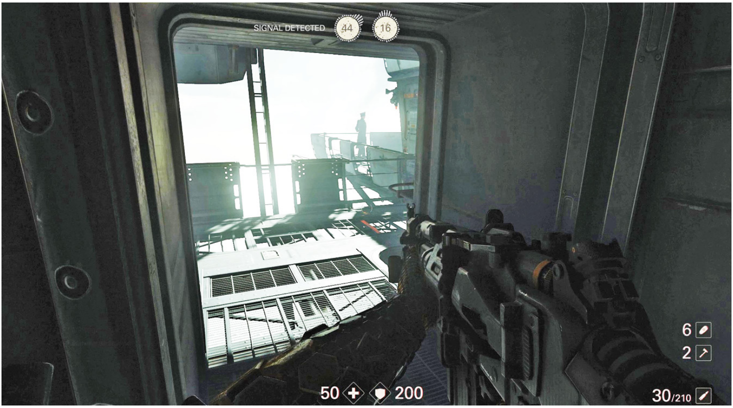
At this point, you need to get back to where you started—the hangar bay—so you can get off this flying fortress. Head back to the control room. As soon as you arrive, so does a SuperSoldat. This heavily armored Soldier charges at you and carries two Lasergewehr weapons that inflict a lot of damage. The instant he drops into the area, take a few shots at his head and move to one side to avoid his charge. Head for the stairs and quickly get to the upper level. Use the stairwells as kill zones. If the SuperSoldat starts up the stairs, shoot for the head. Use the Sturmgewehr to deal more damage per round.



After defeating the SuperSoldat, grab one of the Lasergewehr weapons. Fire the Lasergewehr to melt your way through the large door with the yellow marks. Recharge the Lasergewehr at one of the two recharging stations to either side of the door.

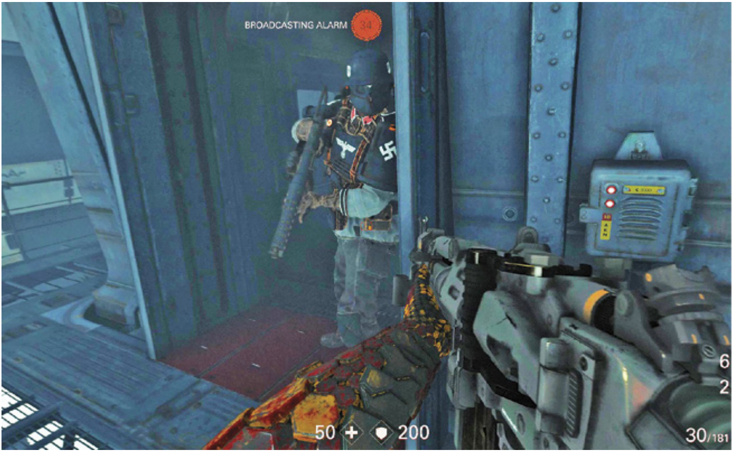


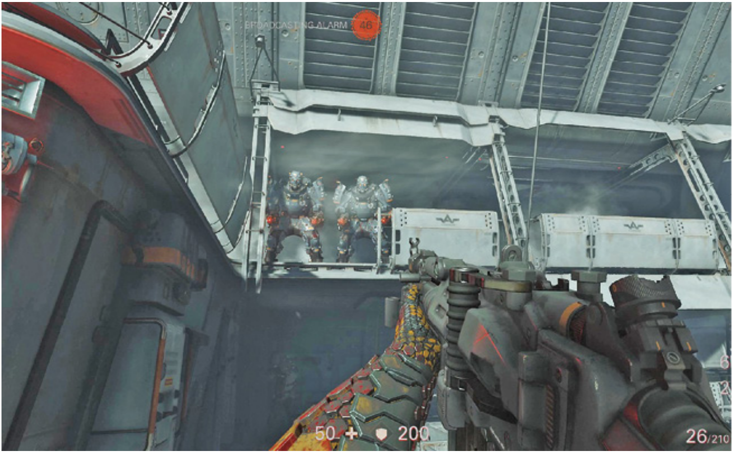
There are more enemies in the storage room. Use the Lasergewehr to take out some, then drop it and switch to one of your other weapons. Don't stand in the doorway; enter the storage room and head left. This side corridor offers cover and allows you to flank some of the enemies. You find armor behind the netting in the central part of this room, as well as some Collectibles.



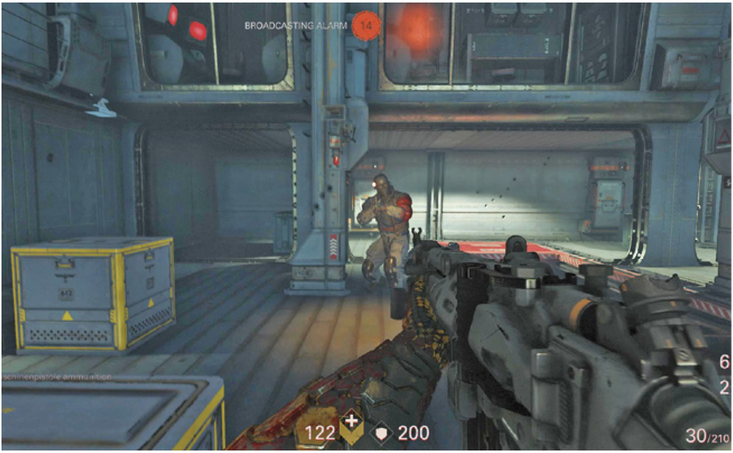
Advance to the end of the storage room and follow a corridor to a yellow control station. Use it to open the door, which leads to the exterior of the *Ausmerzer*. There are two Kommandants out here, along with numerous Soldiers, including SuperSoldaten. Note that once you pass through the door, you can't get back inside the *Ausmerzer* until you reach the opposite end. This area contains two levels, so descend the stairs to the lower level. Look through the doorway to see one of the Kommandants. Use the Pistole for a headshot to eliminate him. Unfortunately, this usually causes the alarm to go off.

This is a tough area. Resist the temptation to rush through, or you'll find yourself surrounded and outnumbered. Stay near the stairwell and engage enemies as they come to you. Use the hatchet for melee attacks as Soldiers advance around corners and before they can fire at you. Keep the enemy guessing by attacking on the lower level, then going upstairs to attack enemies there.





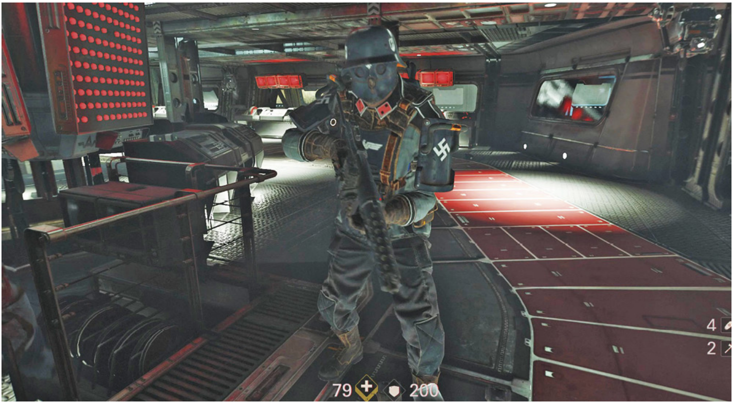
While the Soldiers and Elite Soldiers can cause a lot of problems, so can a couple of SuperSoldaten. Don't go toe-to-toe with them. Get in some shots, then find cover. Use corners to surprise them. As they turn a corner, hit them with the hatchet before they can fire their Lasergewehr.



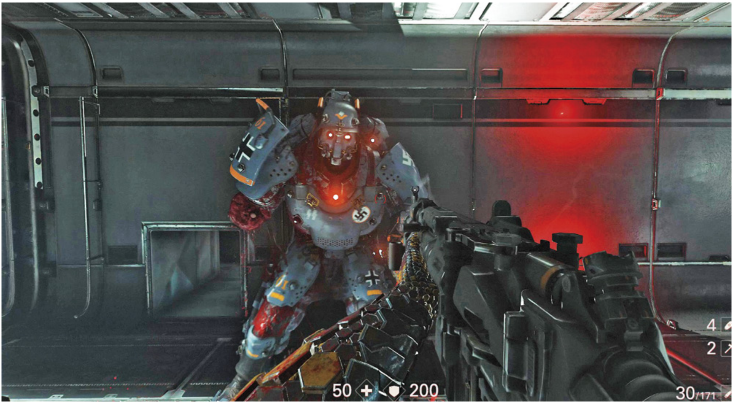
Work your way through this area, clearing enemies and items as you go. Pick up ammo and first-aid kits; you'll definitely need them. The second Kommandant is near the opposite end of the level, so by the time you reach him, you should have cleared out most of the enemies. When you get to the end, climb the stairs and use the controls to open the door to the security control room.

AVOIDING THE BIG GUNS

You don't need to clear the exterior area to continue. Those SuperSoldaten can be tough. Rather than taking time and risking your health to defeat them, focus on reaching the stairs at the opposite end. You still have to fight a lot of enemies, but not all of them. Stay on the lower level the entire way, and kill both Kommandants and pick up their Enigma Codes.



Though you cleared this area earlier, there are more Soldiers in the security control room, including a SuperSoldat. Take out a couple right at the start before they realize you're there. Then head to the right toward the armory.



For this next part to work, the enemy must follow you. Grab some grenades from the armory's unlimited supply. Take cover in the armory's doorway. As the SuperSoldat pursues you, drop into the duct and emerge in the room on the other side. This allows you to close on the SuperSoldat for a melee attack before he has a chance to shoot his lasers at you. If the SuperSoldat enters the armory, he has a difficult time maneuvering, so hack away at him with the hatchet.

Follow the Objective icon to the hangar bay. Press the button to open the door, then enter. Your allies are there waiting for you, as well as a couple Soldiers up on a balcony overlooking the bay. Take cover and shoot them as they raise their heads above their cover.

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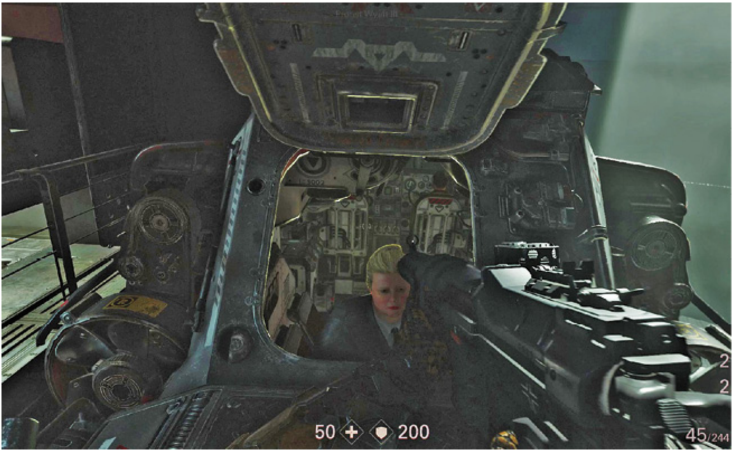
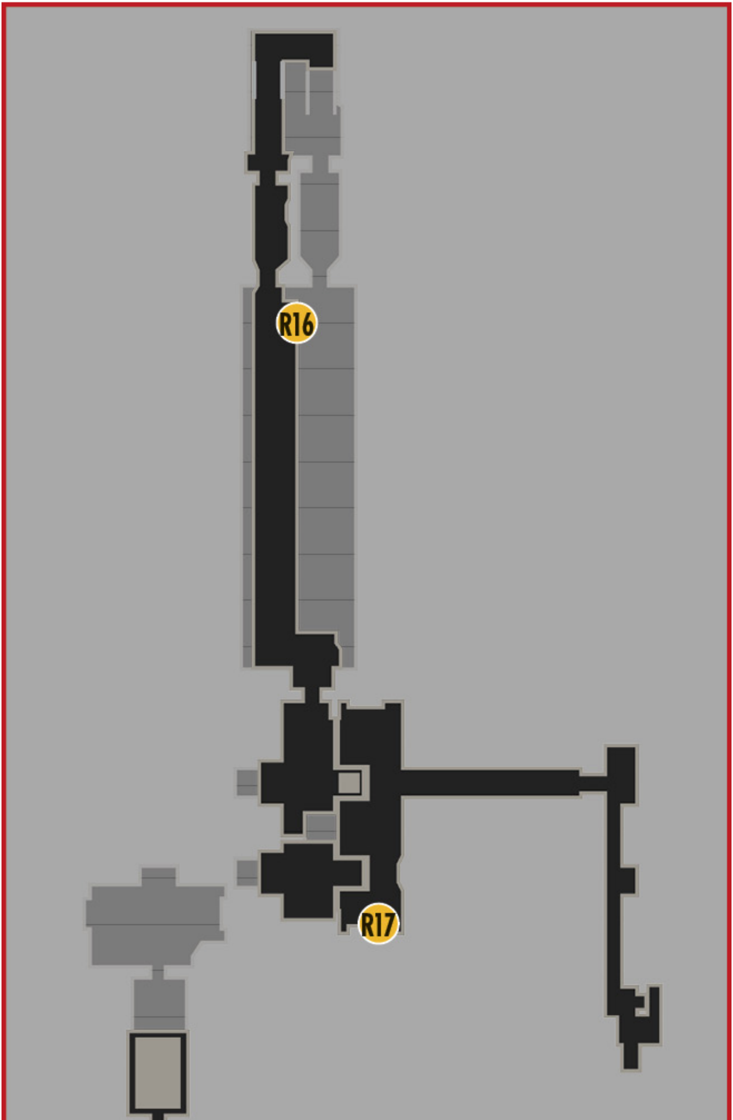


Once the Soldiers are neutralized, follow your allies and enter the escape pod to leave the *Ausmerzer* and return to *Evas Hammer*.

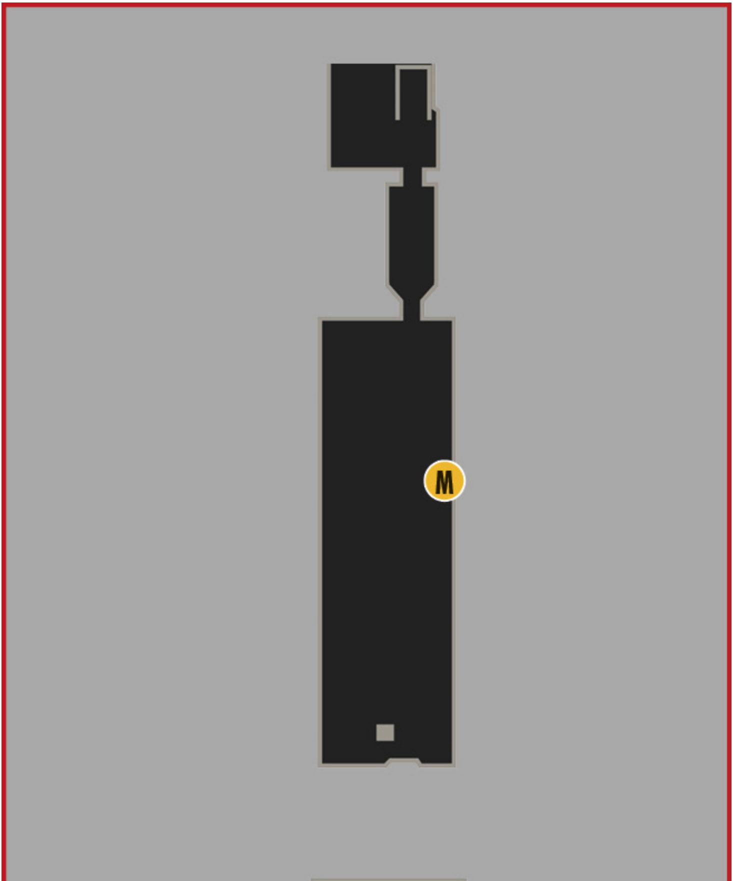
THE SIGNAL

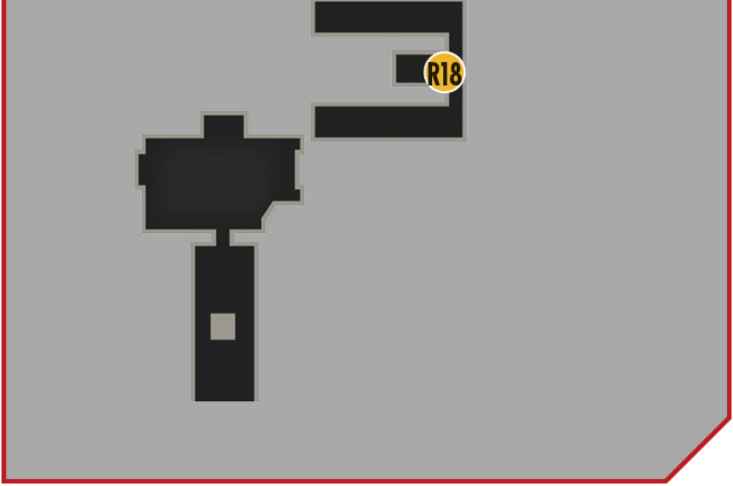
***Evas Hammer*, Section F**
Secret Nazi Hideout

After successfully escaping the *Ausmerzer*, you arrive back on the captured submarine. However, as you try to flee, the U-boat comes under attack from depth charges. A signal is being sent from the submarine, allowing the Nazis on the *Ausmerzer* to track and attack it. When the Resistance captured the submarine, some of the Nazi crew stayed behind and hid in Section F, an area that didn't show up in the U-boat's schematics. Those enemies are sending the signal to the *Ausmerzer*.

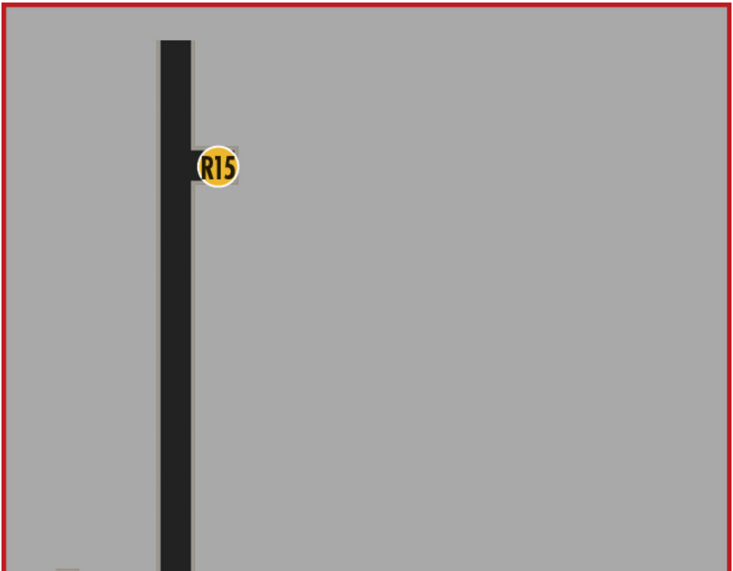


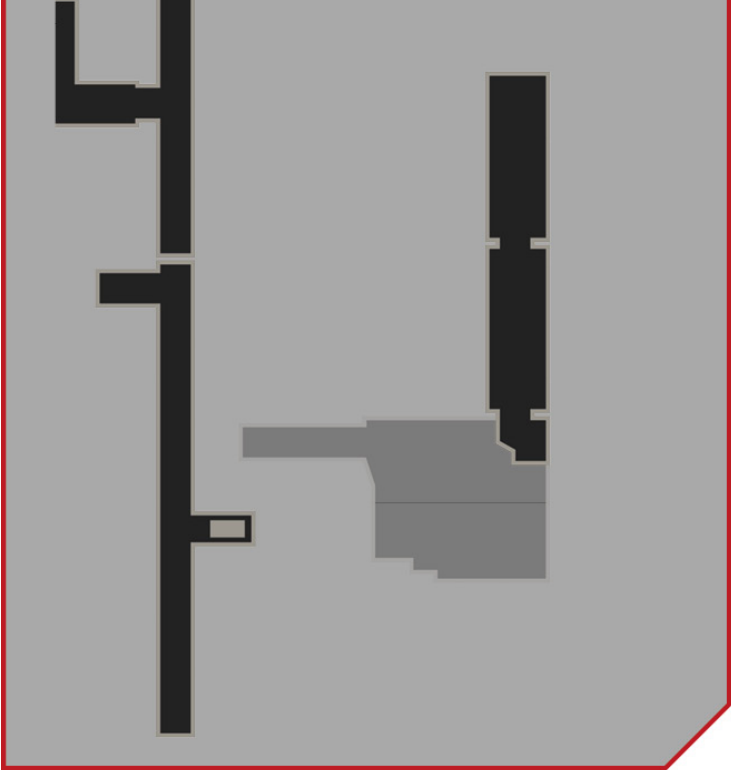
➤ *Upper Level*



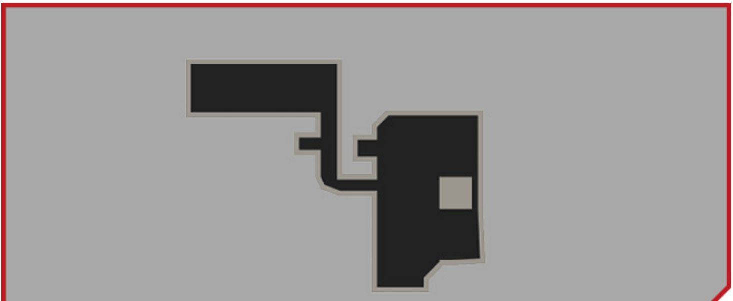


➤ *Main Level*

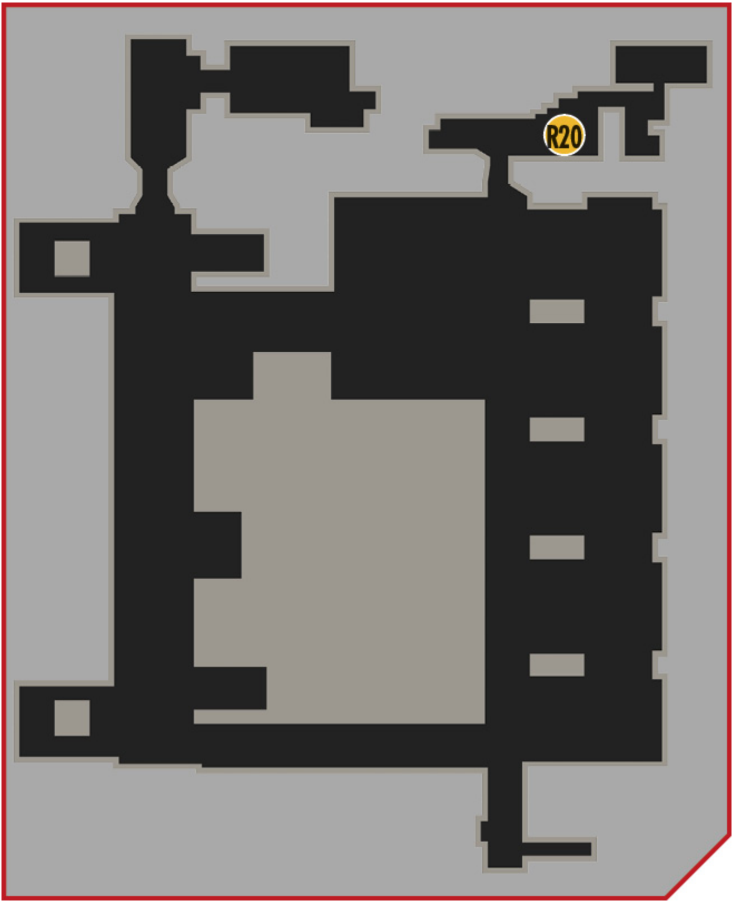




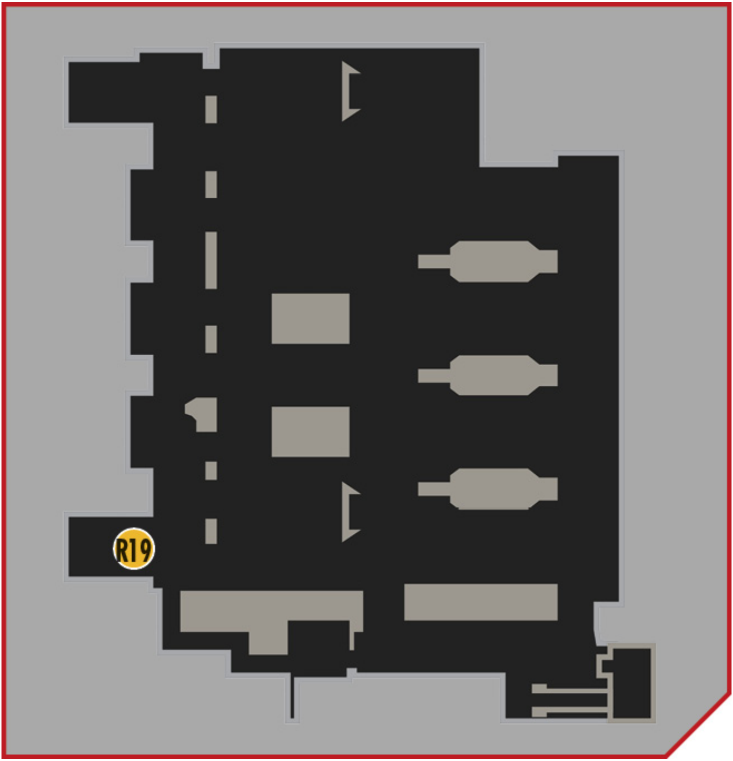
➤ *Sublevel 1*



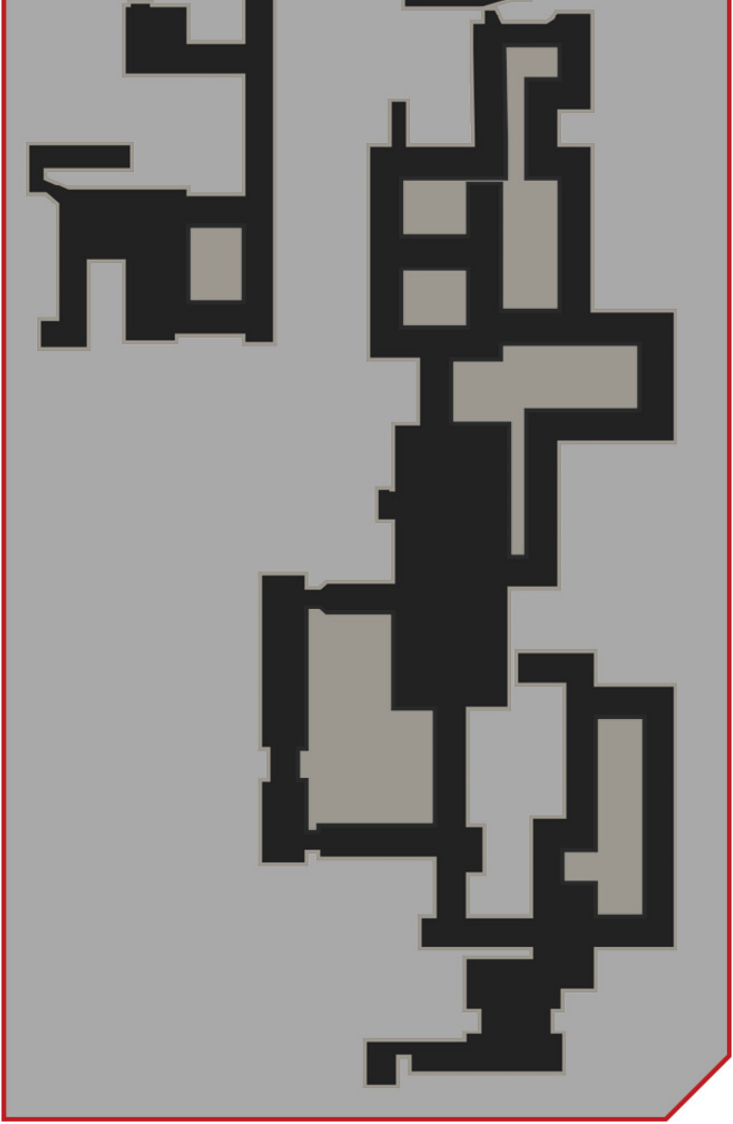
➤ *Sublevel 2*



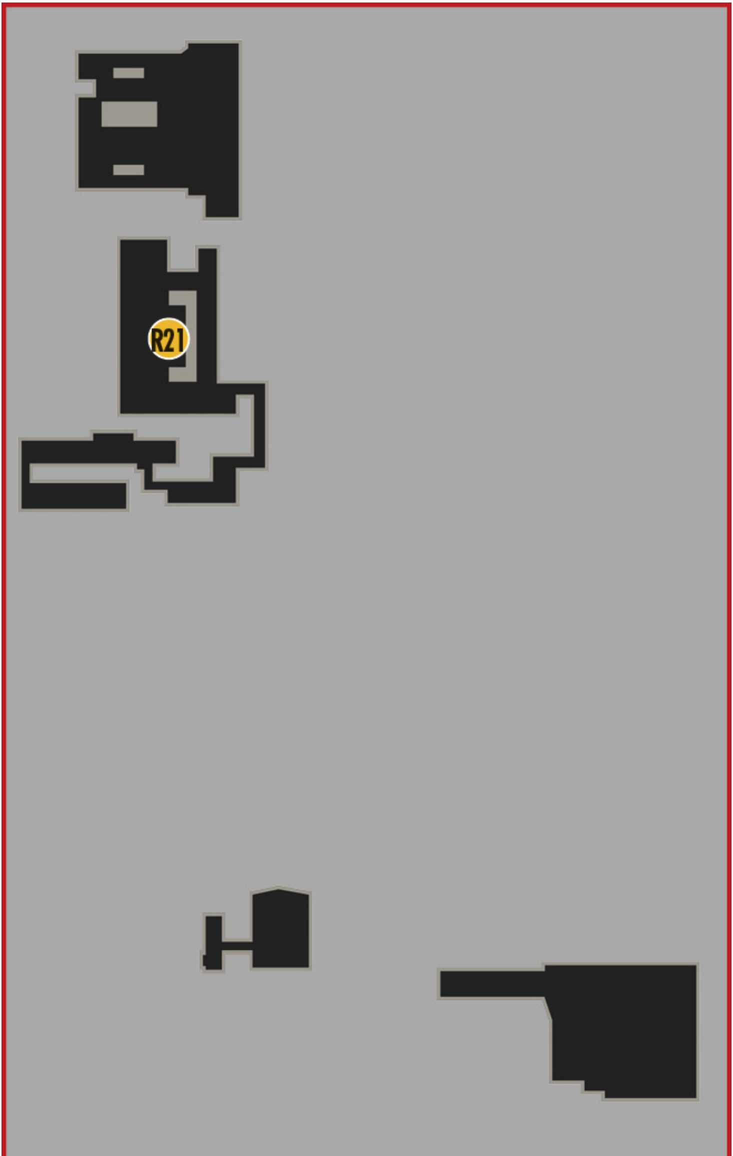
➤ *Sublevel 5*



➤ *Sublevel 6*



➤ *Sublevel 3*



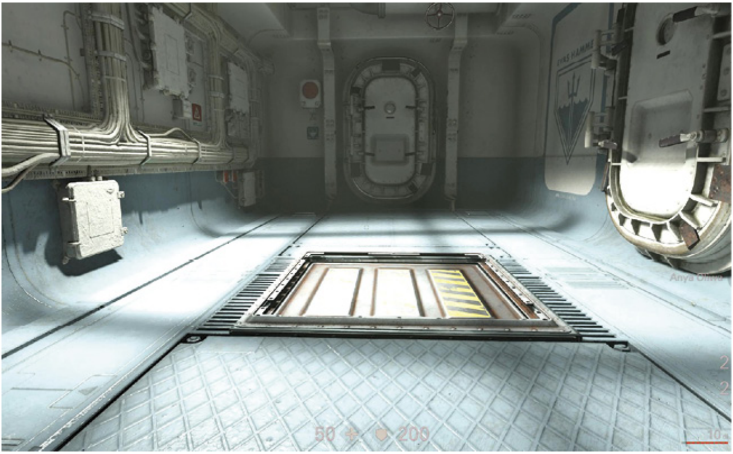
➤ Sublevel 4

OBJECTIVE: LOCATE THE TRANSMISSION

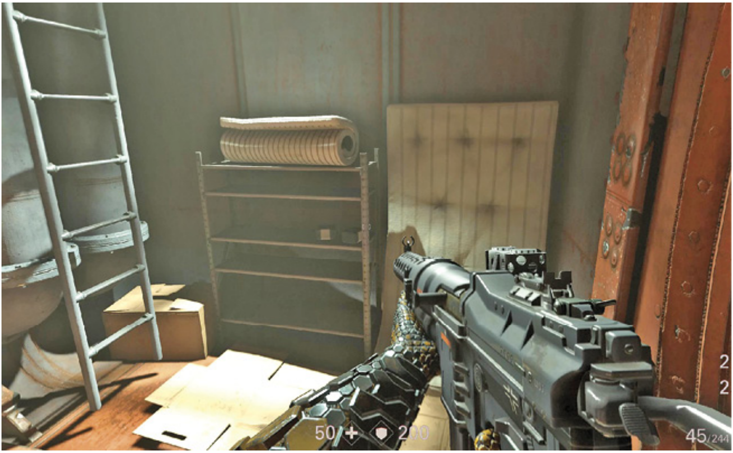
Wyatt or Fergus

At the start of the game, you had to choose whether to sacrifice Wyatt or Fergus in order to save the other. While the survivor was present in the previous level, this is the first place where your decision makes a difference. You get a new weapon to help you cut through this level. If you saved Wyatt, you get the Dieselkraftwerk, an explosive flame weapon. If you saved Fergus, you get the Laserkraftwerk. This is similar to the Lasergewehr you used in the previous level. However, you don't have to drop the Laserkraftwerk when you switch to another weapon. The Dieselkraftwerk has 10 charges; refuel it at red fuel tanks throughout a level, or by picking up small red tanks. The Laserkraftwerk requires recharging—there are recharging stations on walls, and you can also pick up batteries. Both weapons are used for destroying hatches and doors with yellow markings. They're also effective killing tools.

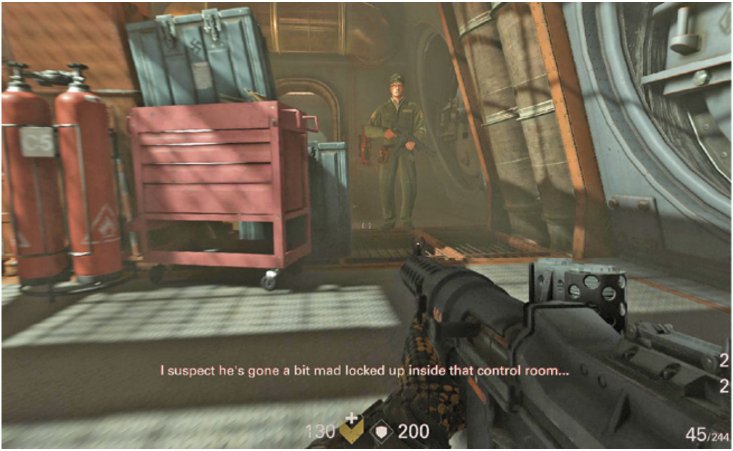
WYATT
FERGUS
Dieselkraftwerk
Laserkraftwerk



You begin in a laundry room—the only location in the sub's schematics for this area. Use either the Dieselkraftwerk or the Laserkraftwerk to blow open the hatch with the yellow markings. Refuel/recharge your weapon before continuing, then crawl through the hatch into the next room. Though it looks like a dead end, Power Slam through the hatch on the floor and drop into the duct.



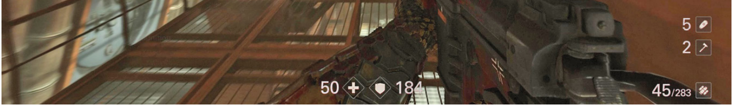
Follow the duct around to a maintenance tube. Turn left and follow the tube to a ladder. Stay crouched in the tube to duck under the drive shafts along the way. Near the ladder, grab a Collectible, as well as some first-aid kits. Head up the ladder.


I suspect he's gone a bit mad locked up inside that control room...

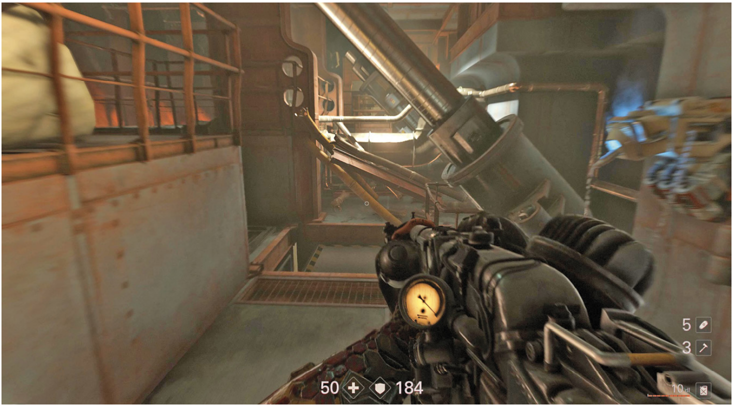
At the top of the ladder, look around for a hatchet and more first-aid kits, then advance through this larger room. There are two Soldiers at the opposite end—one on the left and one on the right. You probably can't get close enough for a stealth takedown, so throw a hatchet at one and a second hatchet at the other. Two more Soldiers are on the other side of the hatch. If you've kept quiet, they don't react and have their backs to you—in that case, move in and take them out quietly as well. Otherwise, you have a firefight on your hands. The large room has plenty of cover, so put it to good use. When you're done, search the area for ammo and then continue to the stairs.

WEAPON PRACTICE

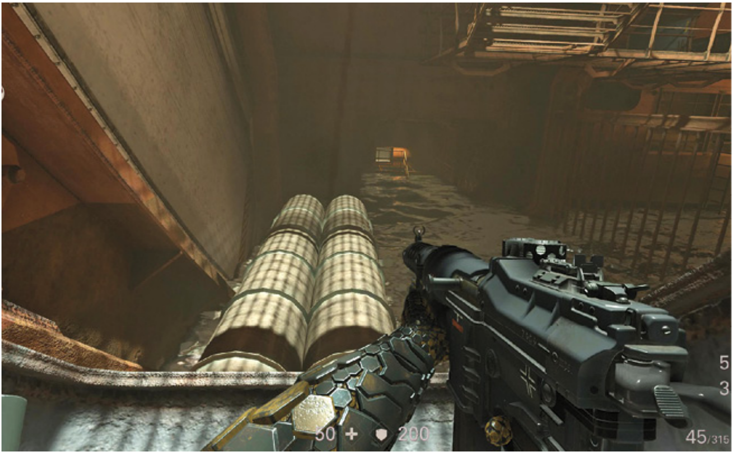
This area is a good place to practice using either the Dieselkraftwerk or the Laserkraftwerk. There aren't too many enemies, the lines of fire are fairly constricted and linear, and you can refuel/recharge your weapon when you get to the catwalk area above.



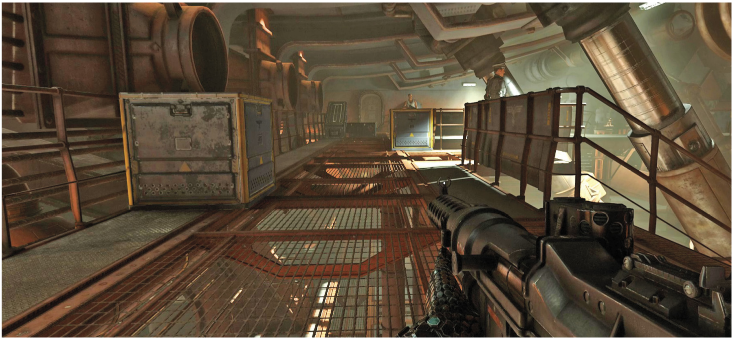
Head up the stairs to the catwalk that crosses over the large area you just cleared. Eliminate the two Soldiers at the far end, then search the bedding near where you entered the catwalk. Climb over a railing to pick up a Collectible.



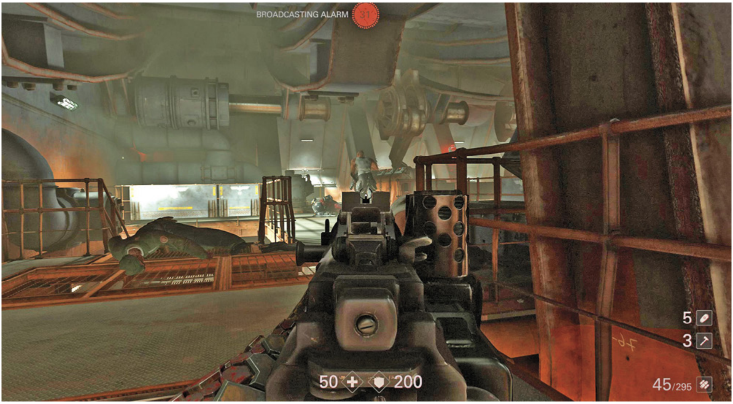
Advance into the piston room. The closest piston is damaged, so you can't ride the platform up to get over the railing. Instead, Power Slam the hatch to the left of the piston and follow the duct around to the second piston. Check the side duct on the right along the way for a Collectible.



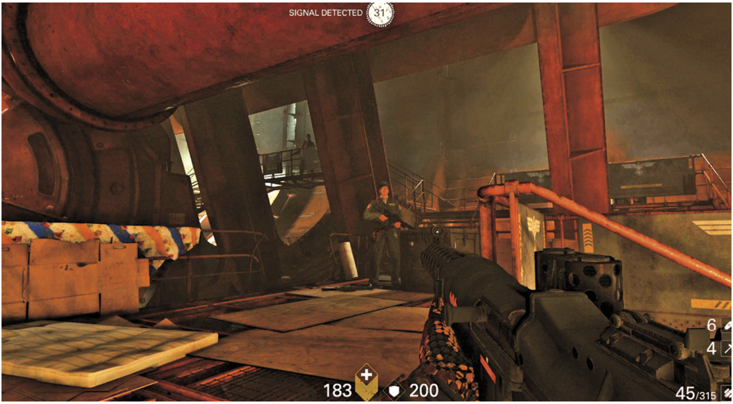
When you reach the second piston, wait for it to descend, then ride the small platform to the top and jump over the railing to reach the walkway. Search the nearby bedding for another Collectible. Follow the walkway around to a ladder, climb to the top, and continue along the walkway. It collapses, and you find yourself along the bulkhead of the sub. Keep moving until you descend to a platform with an opening at the end. Go through the opening, then swim across the flooded area to the platform on the opposite side.



Pass through the opening and drop onto the platform. A flight of stairs leads up, and another leads down. Both end in a large pump room to the right that contains several enemies, including two Kommandants. If you use stealth to take out the two Kommandants first, you only have a few Soldiers to deal with. However, if the Kommandants sound the alarm, more Soldiers with heavier weapons and armor arrive as reinforcements. Get your hatchets ready. A Soldier usually comes out near the entrance of the upper level. Take him down and advance into the upper level. Stay low and take cover behind railings. Move to the left side and look for the Kommandant. Wait until there are no other Soldiers around, then throw a hatchet to bring down the Kommandant. Recover the hatchet if you can, then head back out to the stairs where you began.

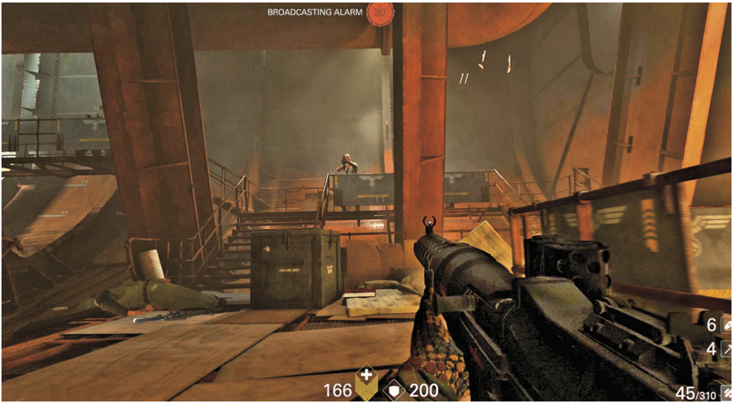


Descend to the lower level. Instead of using a doorway, cross some pipes and enter a duct. Follow it around to the left side of the pump room's lower level. The second Kommandant patrols this area. Stay in the duct or behind cover until you get a chance to throw a hatchet at him. Once he's neutralized, finish off the remaining Soldiers. You can hunt them down quietly or go in guns blazing. Be sure to recover your hatchets and pick up Enigma Codes from the Kommandants.



Collect ammo, armor, and first-aid kits, then use a hatchet to open the hatch at the back of the pump room on the upper level. Look around this small area for a Collectible on some bedding. Climb up some boards and pipes, then over a railing, to reach the next area.

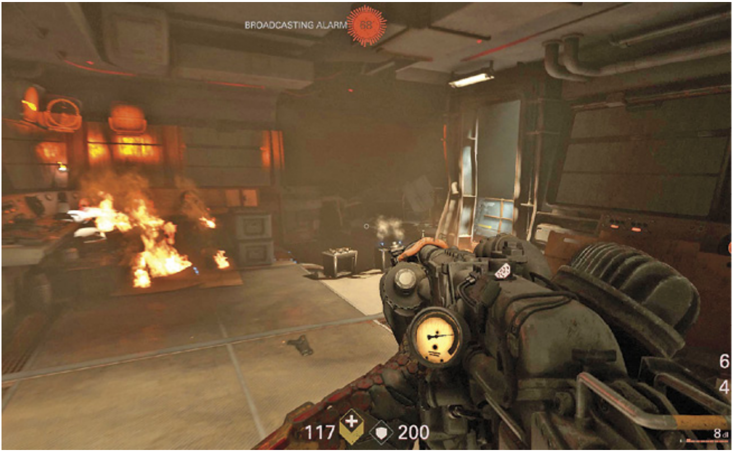
OBJECTIVE: DESTROY THE RADIO



The Kommandant here is in a control room behind a locked door, so you can't kill him first. Instead, fight your way through to reach the locked room. Most of the enemies come to you once the shooting starts. Take cover behind a railing. Grenades work well here to clear out enemies hiding behind railings of their own. Once you finish them off, search the nearby bedding for a Collectible.

PIPE BYPASS

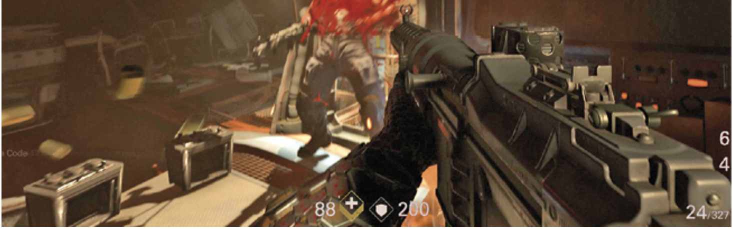
Instead of fighting your way to the Kommandant, consider using a secret passage to reach the control room. In the room with the bedding after the pump room, climb up the pipe to the right to enter a large pipe. Follow it around to the left to exit under the catwalks in the next area. Stay low and make your way to the far side of the area without being seen. You emerge near some planks that lead up to the locked door. If there's a Soldier nearby, take him out with a hatchet throw. Instead of blasting the door, walk up the pipe that leads up on top of the control room, where an opening lets you look down inside. From here, either use the Pistole for a headshot, or drop into the control room and kill the Kommandant. The headshot option offers the added benefit of preventing the Kommandant from sounding the alarm.



Upon reaching the locked door, use your Dieselkraftwerk/Laserkraftwerk to destroy the door, then quickly kill the Kommandant inside. Be sure to grab his Enigma Code, as well as a Collectible. With a grenade or your heavy weapon, destroy the radio sending out the signal. This not only blows up the radio, but also breaches the wall behind it to a larger area of catwalks—and a whole lot of enemies.

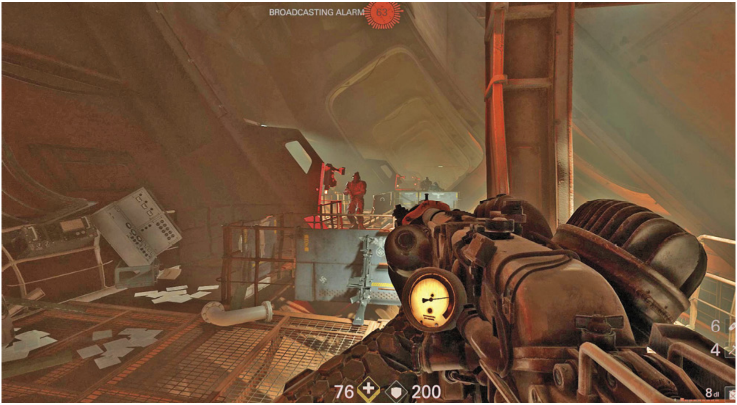
OBJECTIVE: EXIT SECTION F

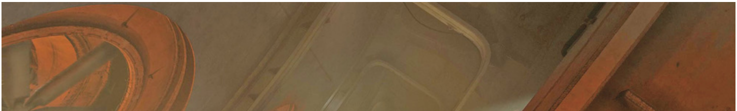
BROADCASTING ALARM 66

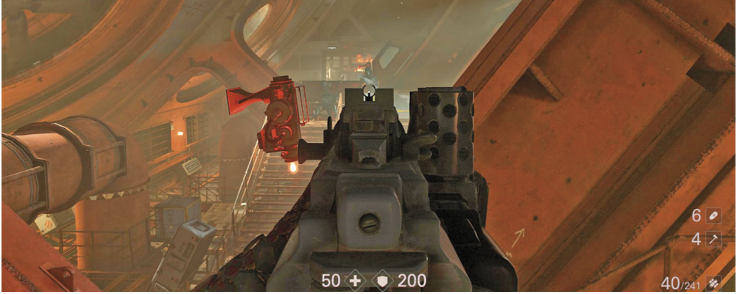


As soon as you blow up the radio, the alarm sounds; there's nothing you can do about that. The Kommandant is located at the far end of the catwalks. Hang out in the control room for a bit to let some of the enemies come to you. As you advance out of the control room, you come under fire from a Lasergewehr turret.

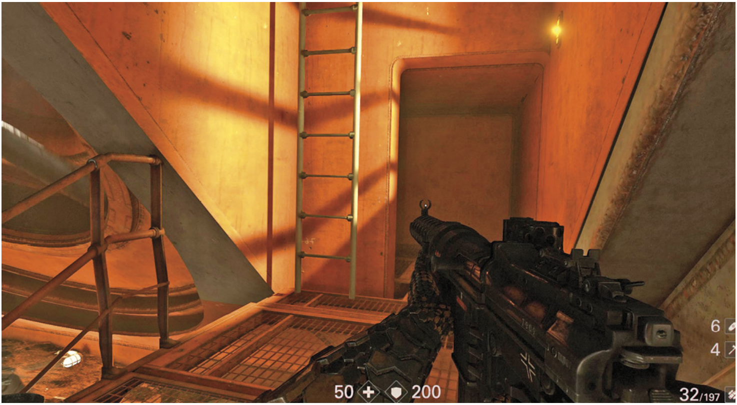
Either pick off the Soldier on the turret with your Sturmgewehr, or use your heavy weapon. Be sure to take cover. If you're behind a railing, the turret destroys your cover in short order, so don't stand around. Take out the gunners before progressing too far—that laser really hurts.

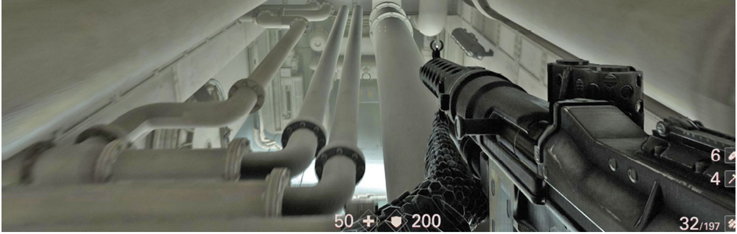






Carefully make your way along the catwalks toward the far end of the area. Stay low and use cover. Put your heavy weapon to good use as well. Note the room along the right side of the catwalks. After you eliminate the two Soldiers inside, refuel/recharge your heavy weapon if necessary. This side room is also a great place to take cover.





Advance all the way to the end of the area. Don't forget the Kommandant's Enigma Code. Climb the ladder and follow a short passageway to another ladder. Climb it and traverse the duct in the room to reach an area with some pipes. The pipes break as you cross them, and you fall into another room. Continue through another duct to reach the laundry room where you began the level. Knock on the door to exit.

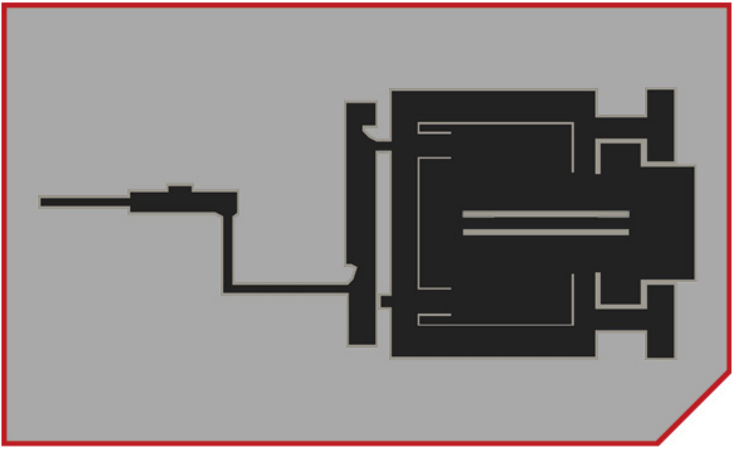
The Tide
IS TURNING

A REUNION

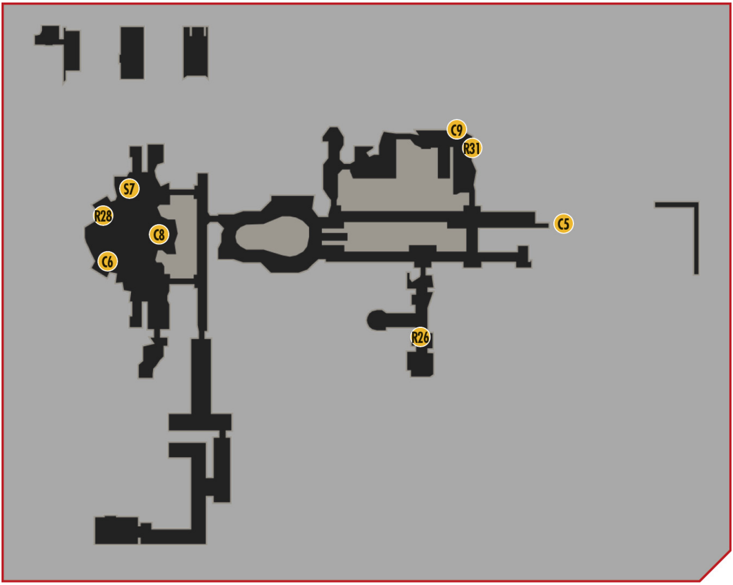
Evas Hammer

Kreisau Resistance Headquarters

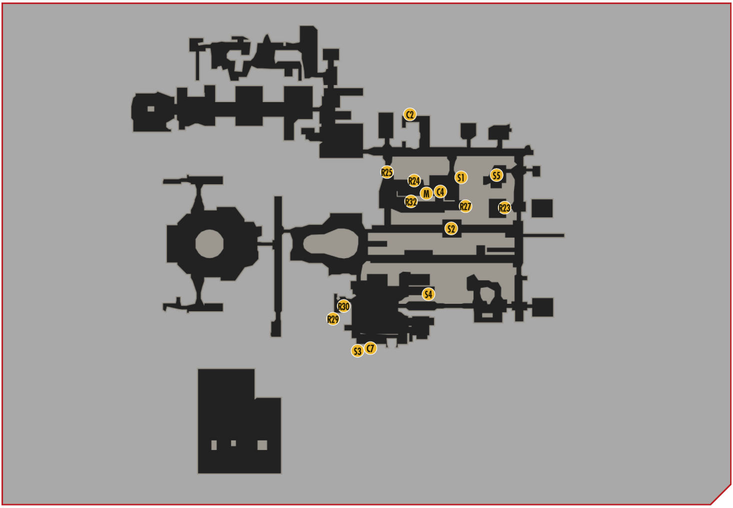
The signal has been silenced, and the submarine has escaped from the Nazi flying fortress. As it heads to its next destination, you have an opportunity to explore the headquarters of the Resistance and talk to some of your friends. The submarine serves as a hub between missions, plus you can easily snag several Collectibles as you make your rounds.



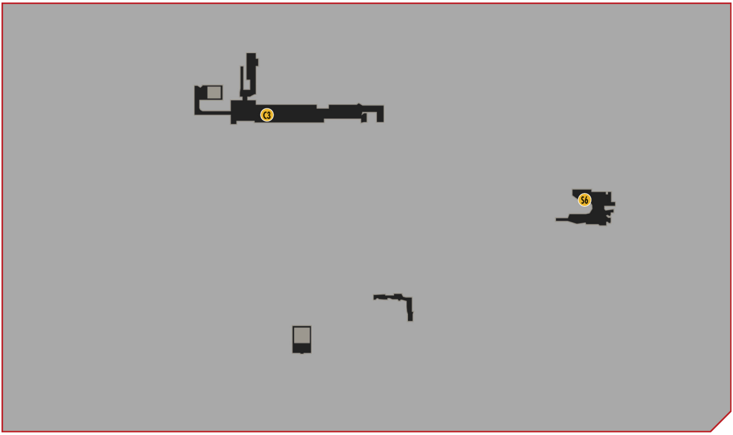
➤ *2nd Floor*



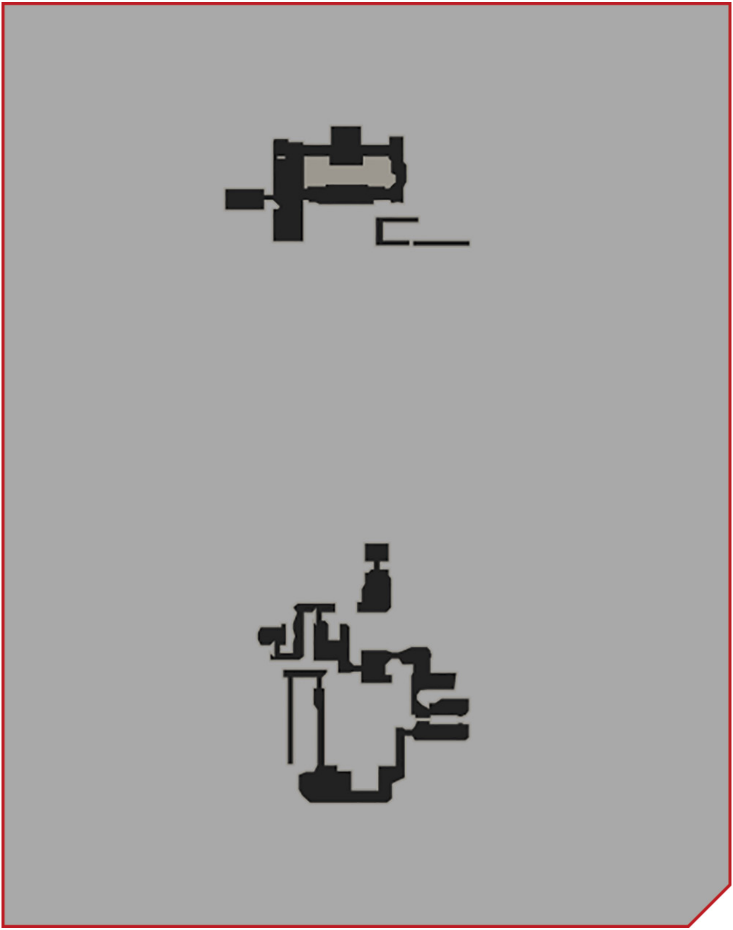
➤ *1st Floor*



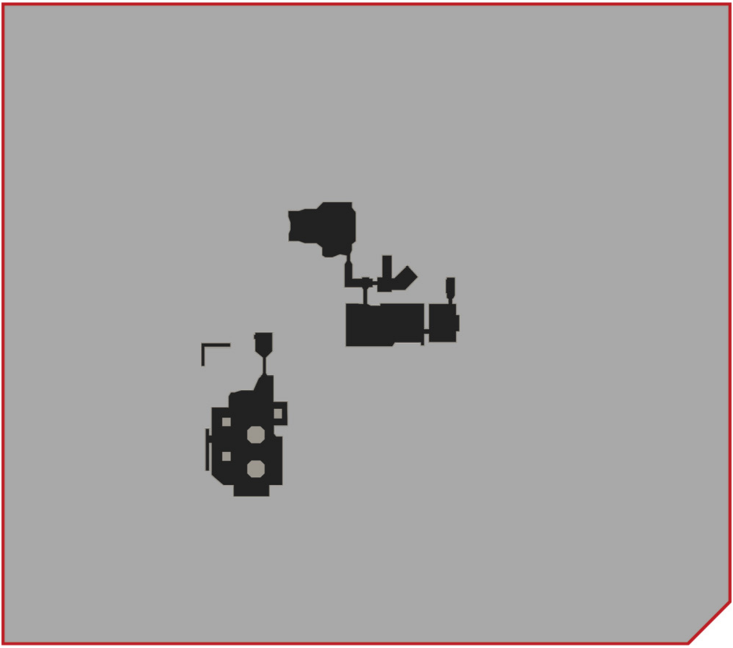
➤ *Ground Floor*



➤ *Basement Level 1*



➤ *Basement Level 2*

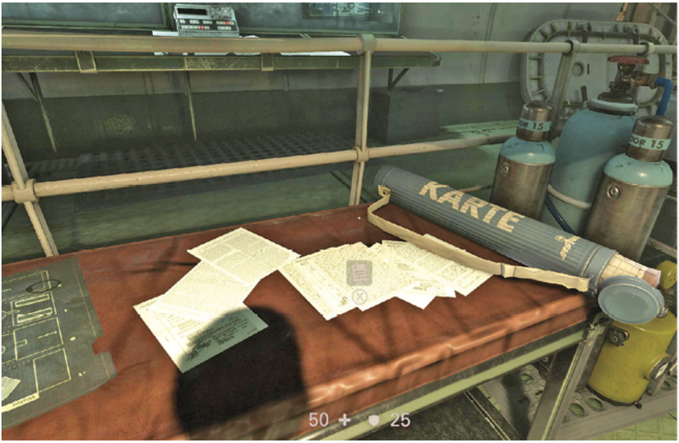


➤ *Basement Level 3*

OBJECTIVE: VISIT SET

You begin in either Wyatt's or Fergus' quarters—depending on the decision you made at the beginning of the game. Your first task is to talk to Set. He's in his workshop down the hallway. Follow the Objective icon to get there.

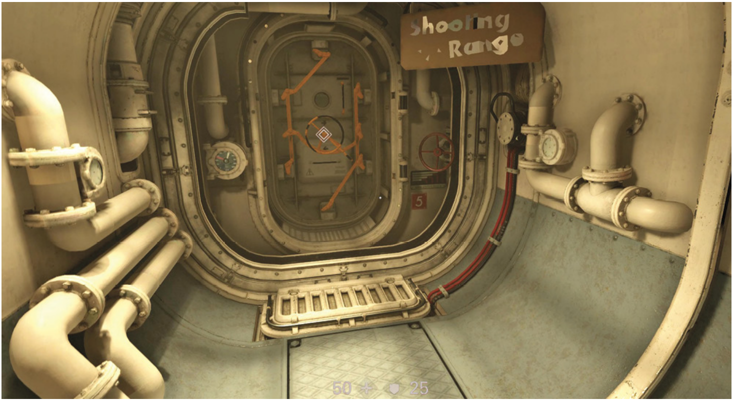
THE MAP OF THE U-BOAT



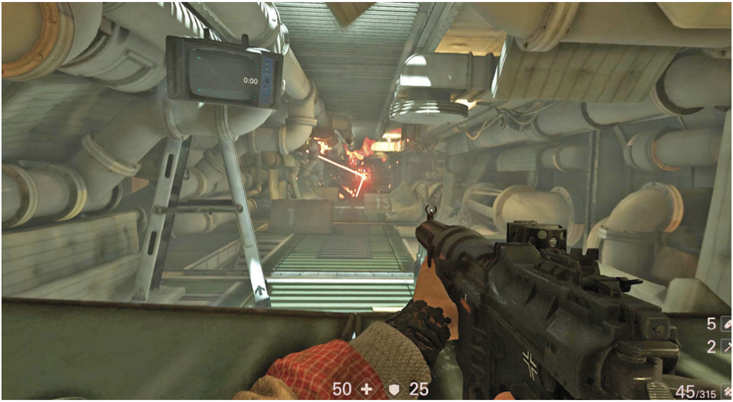
Before you leave Set's workshop, pick up the map located on the table directly across from Set. Obtaining this map lets you view the layout of the entire submarine.

Set tells you about a shooting range he's constructed for the Resistance fighters. When he was creating targets, he decided to use a Nazi Drone he found in the submarine. Now the Drone is out of control. Set needs you to destroy it before it hurts someone.

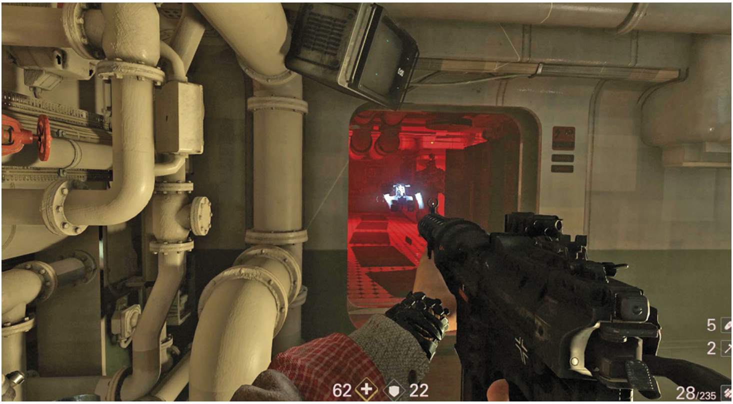
OBJECTIVE: NEUTRALIZE THE DRONE



The submarine map makes it easy to find the shooting range. Exit the workshop and take a left. Open the door at the end of the hallway to enter the shooting range. You get a glimpse of the haywire Drone before it flies off into the range. Before you follow, pick up some weapons from the table. This area also boasts a supply of ammo containers, so stock up.

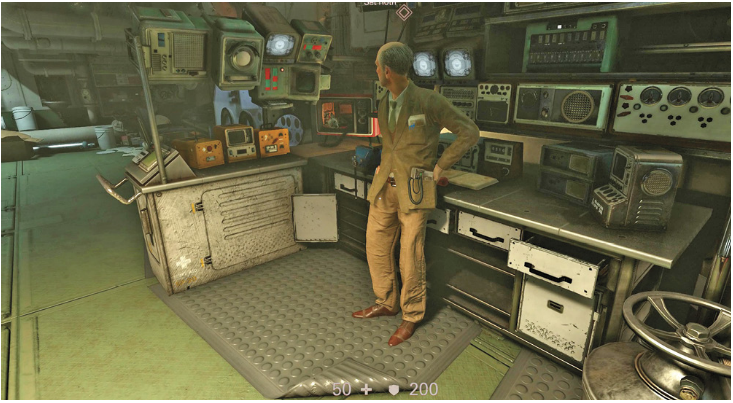


Once you're ready, head downstairs to the shooting range's counter. The Drone is at the far end. Take some shots at it, and note that it's armed with a couple of Lasergewehr. This target shoots back—and wants to kill you. As the Drone flies away, jump over the counter and give chase.



When you reach the end of the range, go right and down the stairs. Be ready—the Drone is waiting for you at the bottom. Turn to the right and take cover beside the doorway. Fire at the Drone, and watch out for its laser fire. Continue following and firing until the Drone is destroyed. At that point, either continue through the shooting range, or backtrack to the entrance. You end up at the same place no matter what.

OBJECTIVE: RETURN TO SET



Exit the shooting range and return to Set's workshop. Talk to him to learn what you need to do next. Anya is looking for you. It seems she's found some of Caroline's notes on the American Resistance cell in New York City. Go see her.

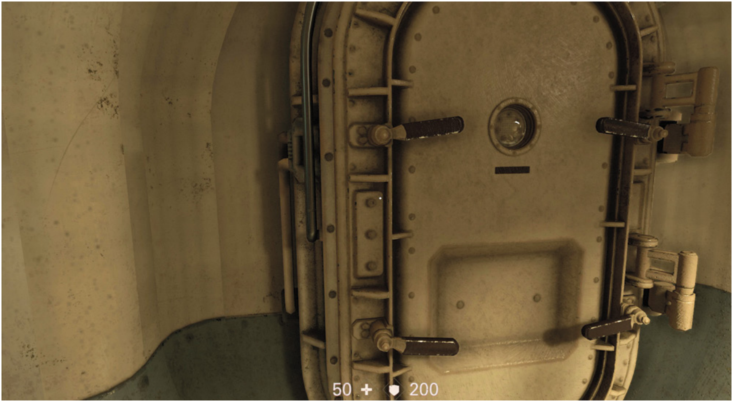
OBJECTIVE: FIND ANYA

Anya is in Caroline's quarters. Use the map to find your way there. Along the way, consider exploring the submarine and hunting down Collectibles. When you're ready to advance the story, head to the bridge command center. Caroline's quarters are off to the side.

Talk to Anya. She's found the location of the American Resistance cell. The submarine is approaching New York City, so make preparations. Anya asks you to go talk to Wyatt/Fergus. Before you leave, grab a couple of Collectibles in Caroline's quarters.

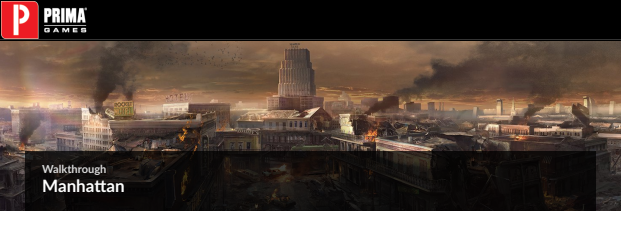
Anya Oliwa
CHANGE!
WORKERS UNITE
BECOME THE HAMMER
50
200

OBJECTIVE: TALK TO WYATT/FERGUS



Head back to the quarters where you began this level. The door is shut. Opening it sends you straight to the next mission, so if you want to explore the sub further, do it now.

Next stop, New York City.



Walkthrough

Manhattan

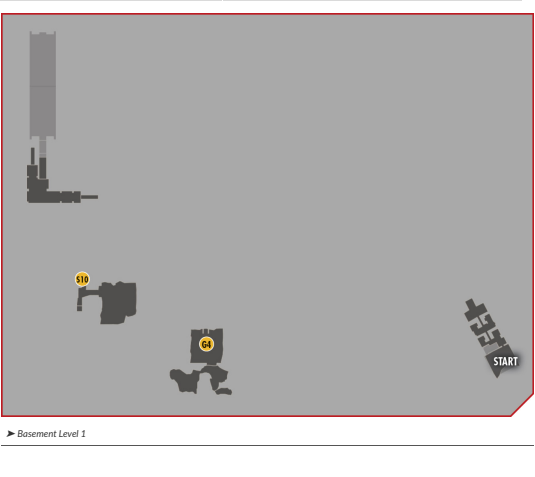
DOWNTOWN

Manhattan, New York

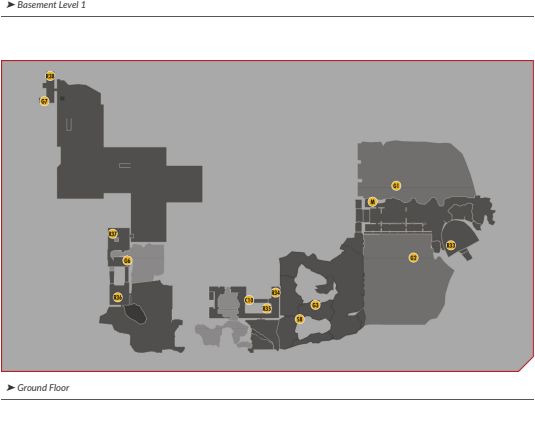
You've been sent to Manhattan to make contact with the Resistance cell there. The city is still affected by radiation from the atomic bomb dropped on it during the war. Your Power Suit protects you from the radiation; unfortunately, the Nazi Soldiers' yellow radiation suits grant them protection as well. With the aid of a mini sub from *Evas Hammer*, you infiltrate a shipwreck at the docks.

MAP LEGEND KEY FOR COLLECTIBLES

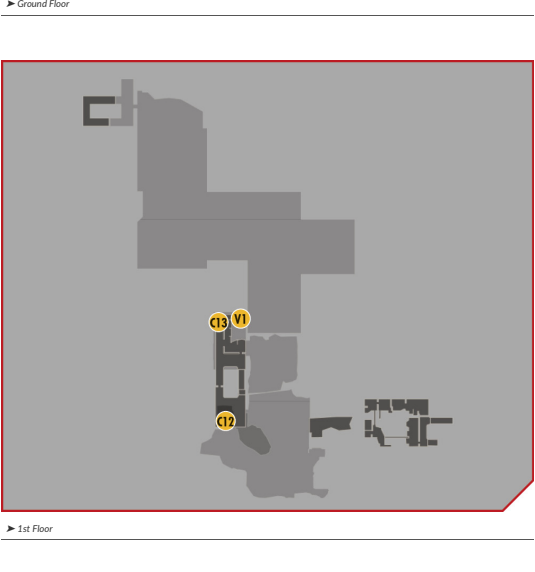
C	Concepts
G	Gold
M	Map
R	Readable
S	Star Card
T	Max's Toy
U	Upgrade Kit
V	Vinyl Record



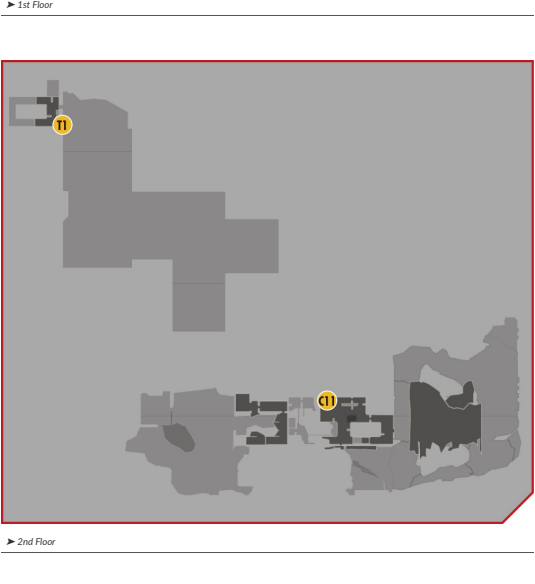
Basement Level 1



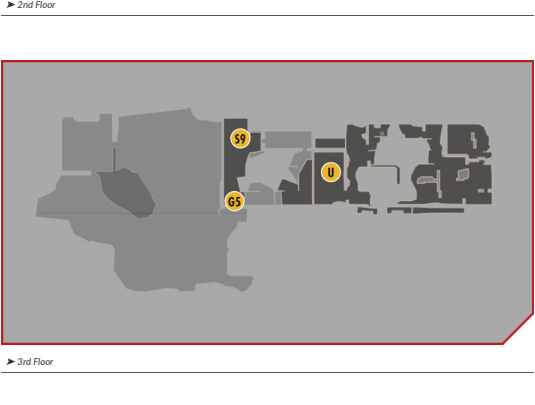
Ground Floor



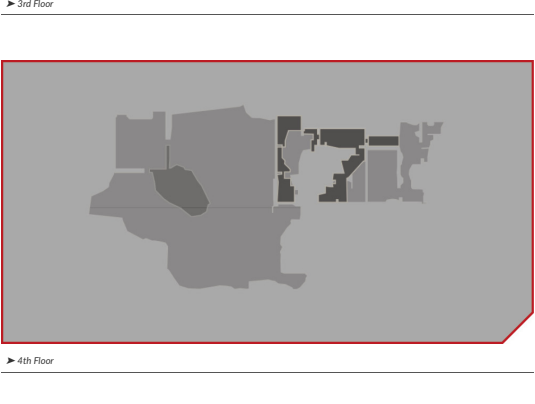
1st Floor



2nd Floor

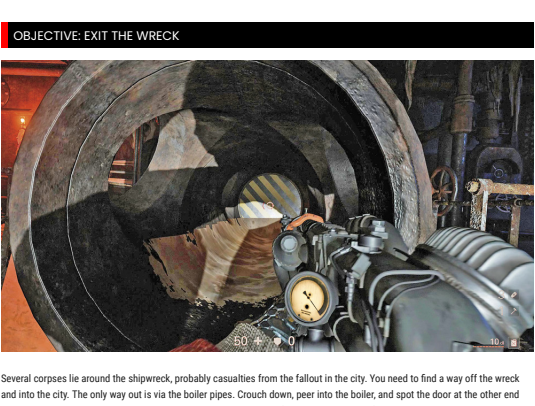


3rd Floor

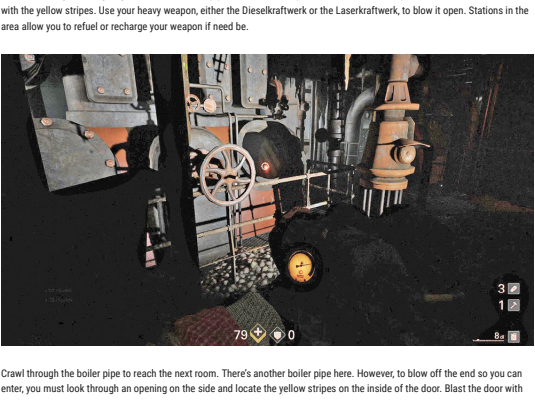


4th Floor

OBJECTIVE: EXIT THE WRECK



Several corpses lie around the shipwreck, probably casualties from the fallout in the city. You need to find a way off the wreck and into the city. The only way out is via the boiler pipes. Crouch down, peer into the boiler, and spot the door at the other end with the yellow stripes. Use your heavy weapon, either the Dieselkraftwerk or the Laserkraftwerk, to blow it open. Stations in the area allow you to refuel or recharge your weapon if need be.

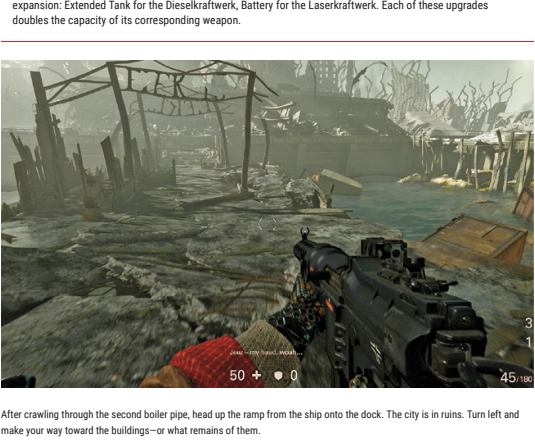


Crawl through the boiler pipe to reach the next room. There's another boiler pipe here. However, to blow off the end so you can enter, you must look through an opening on the side and locate the yellow stripes on the inside of the door. Blast the door with your heavy weapon, then approach the opening and shoot the door at the pipe's opposite end to forge a path out of the wreck.

REFUEL, RECHARGE, AND UPGRADE

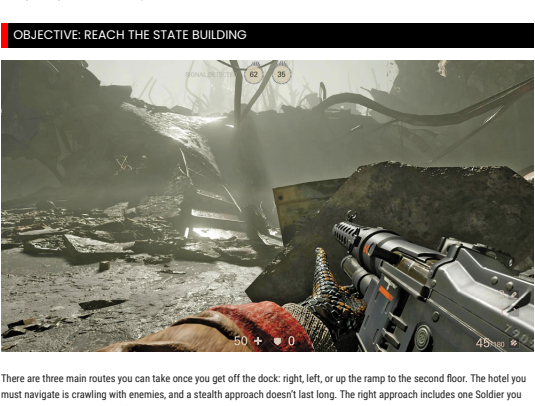
Before you leave the wreck, return to the room housing the stations and refuel/recharge your Dieselkraftwerk/Laserkraftwerk. Whenever you find such stations in an area, it's a good idea to top off your heavy weapons before moving on. You never know when you'll need them, and there's no guarantee you'll find more stations up ahead.

Since the magazine capacity for these weapons is limited, spend one of your early weapon upgrades on an expansion: Extended Tank for the Dieselkraftwerk, Battery for the Laserkraftwerk. Each of these upgrades doubles the capacity of its corresponding weapon.

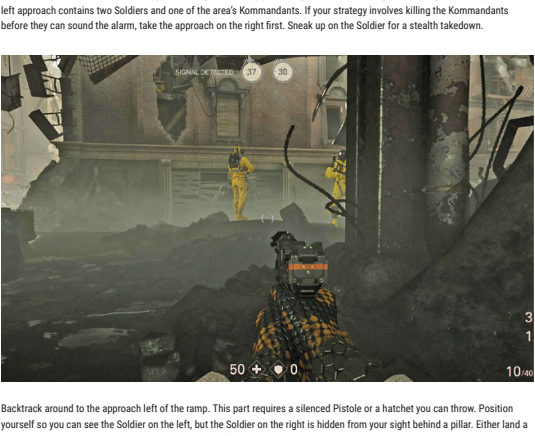


After crawling through the second boiler pipe, head up the ramp from the ship onto the dock. The city is in ruins. Turn left and make your way toward the buildings—or what remains of them.

OBJECTIVE: REACH THE STATE BUILDING

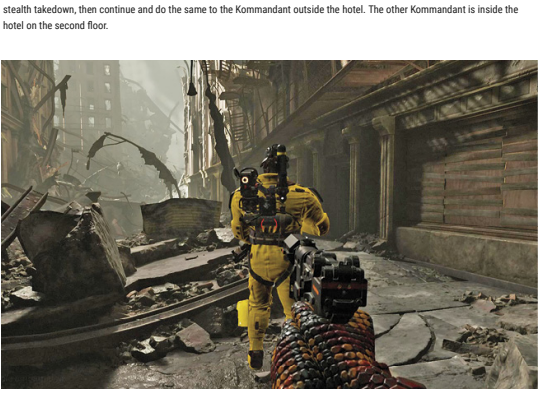


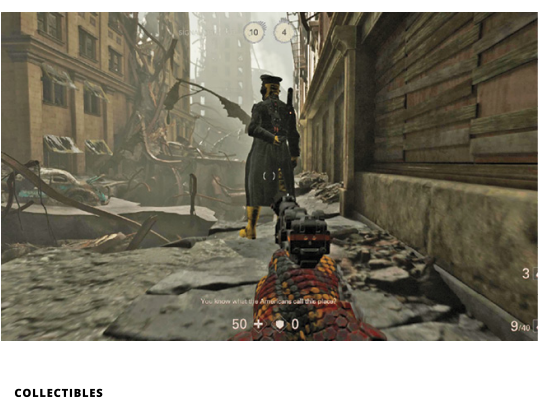
There are three main routes you can take once you get off the dock: right, left, or up the ramp to the second floor. The hotel you must navigate is crawling with enemies, and a stealth approach doesn't last long. The right approach includes one Soldier you can sneak up on. The second-floor approach lets you cross a pipe directly into the hotel, but you're usually seen doing this. The left approach contains two Soldiers and one of the area's Kommandants. If your strategy involves killing the Kommandants before they can sound the alarm, take the approach on the right first. Sneak up on the Soldier for a stealth takedown.



Backtrack around to the approach left of the ramp. This part requires a silenced Pistole or a hatchet you can throw. Position yourself so you can see the Soldier on the left, but the Soldier on the right is hidden from your sight behind a pillar. Either land a headshot with the Pistole or throw a hatchet to kill the first Soldier, then pull back so you're not around when the second Soldier comes to investigate. Return to the right approach and enter the hotel. Kill the Soldier on the ground floor silently with a stealth takedown, then move back to the street.

Look for the Soldier who was behind the pillar. He usually moves forward to circle the building. Follow him and execute another stealth takedown, then continue and do the same to the Kommandant outside the hotel. The other Kommandant is inside the hotel on the second floor.

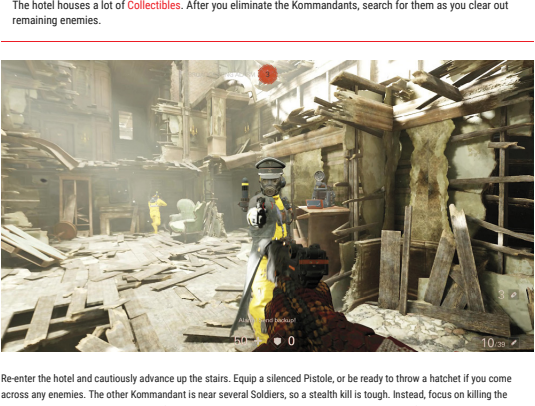




COLLECTIBLES

Die Käfer
DAS BLAUE U-BOOT

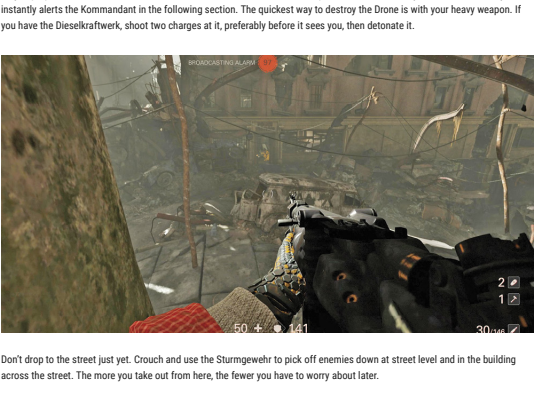
The hotel houses a lot of Collectibles. After you eliminate the Kommandants, search for them as you clear out remaining enemies.



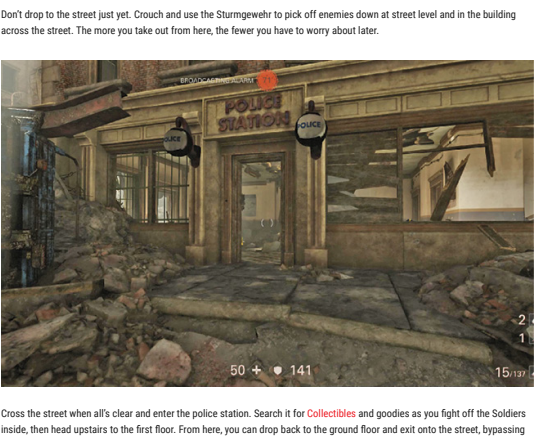
Re-enter the hotel and cautiously advance up the stairs. Equip a silenced Pistole, or be ready to throw a hatchet if you come across any enemies. The other Kommandant is near several Soldiers, so a stealth kill is tough. Instead, focus on killing the Kommandant as quickly as possible before he can sound the alarm, then pull back and let the rest of your enemies come to you.

As you eliminate the remaining Soldiers, continue advancing through the hotel to the other side. From the second floor, take a fire escape up to the third floor, then an interior staircase to the fourth floor. Then drop back into another part of the hotel.

As you prepare to exit the hotel back down onto the street, look for a Drone up ahead. There's no way around it. If it sees you, it instantly alerts the Kommandant in the following section. The quickest way to destroy the Drone is with your heavy weapon. If you have the Dieselkraftwerk, shoot two charges at it, preferably before it sees you, then detonate it.

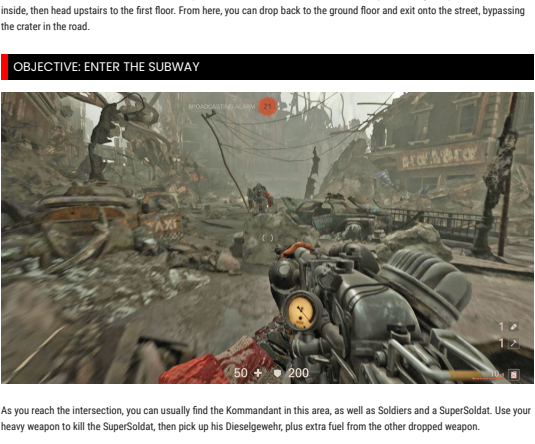


Don't drop to the street just yet. Crouch and use the Sturmgewehr to pick off enemies down at street level and in the building across the street. The more you take out from here, the fewer you have to worry about later.

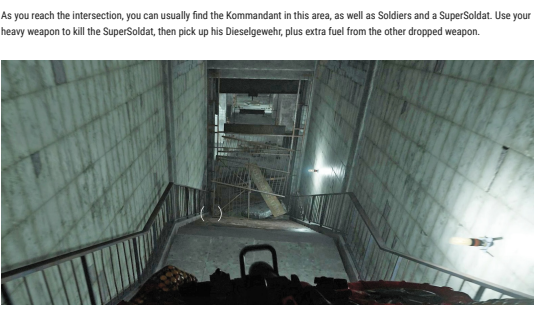


Cross the street when all's clear and enter the police station. Search it for Collectibles and goodies as you fight off the Soldiers inside, then head upstairs to the first floor. From here, you can drop back to the ground floor and exit onto the street, bypassing the crater in the road.

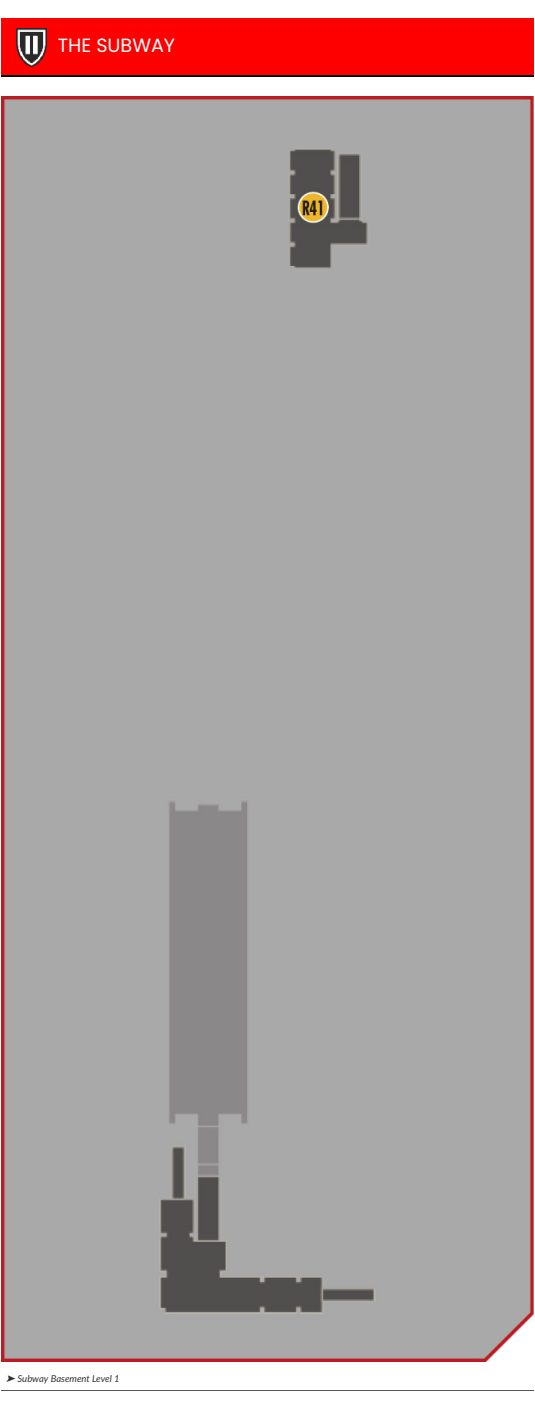
OBJECTIVE: ENTER THE SUBWAY



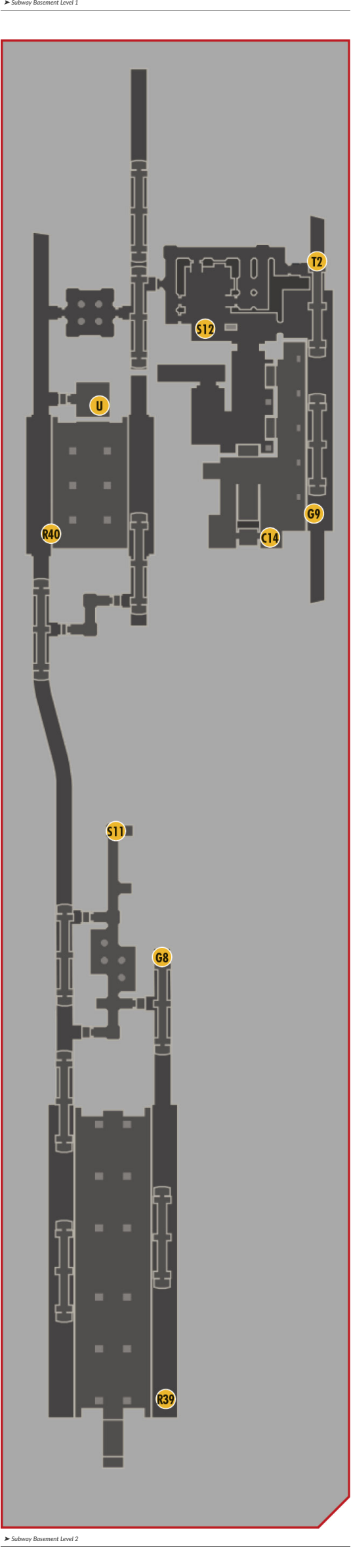
As you reach the intersection, you can usually find the Kommandant in this area, as well as Soldiers and a SuperSoldat. Use your heavy weapon to kill the SuperSoldat, then pick up his Dieselgewehr, plus extra fuel from the other dropped weapon.



THE SUBWAY

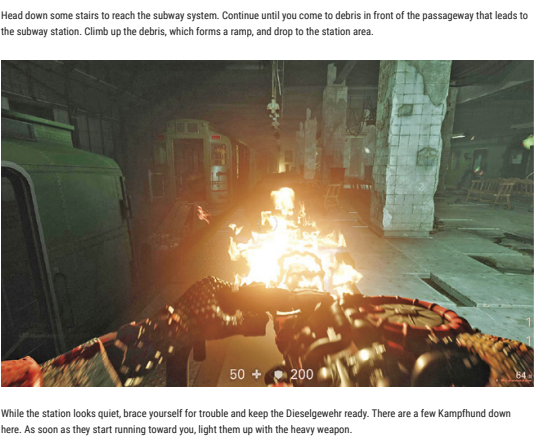


Subway Basement Level 1



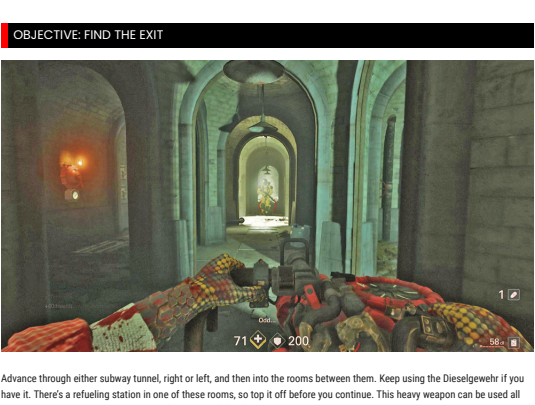
Subway Basement Level 2

Head down some stairs to reach the subway system. Continue until you come to debris in front of the passageway that leads to the subway station. Climb up the debris, which forms a ramp, and drop to the station area.



While the station looks quiet, brace yourself for trouble and keep the Dieselgewehr ready. There are a few Kampfhund down here. As soon as they start running toward you, light them up with the heavy weapon.

OBJECTIVE: FIND THE EXIT

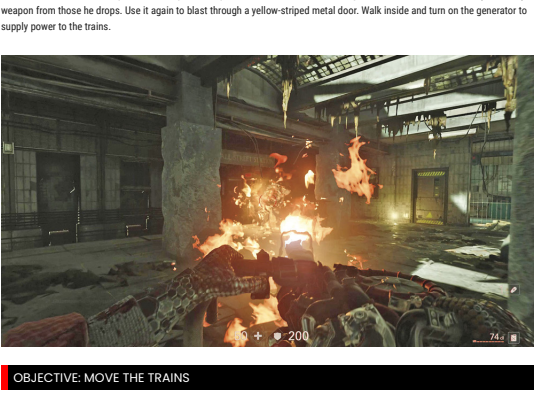


Advance through either subway tunnel, right or left, and then into the rooms between them. Keep using the Dieselgewehr if you have it. There's a refueling station in one of these rooms, so top it off before you continue. This heavy weapon can be used all throughout the subway system, and you find plenty of fuel for it as you go.

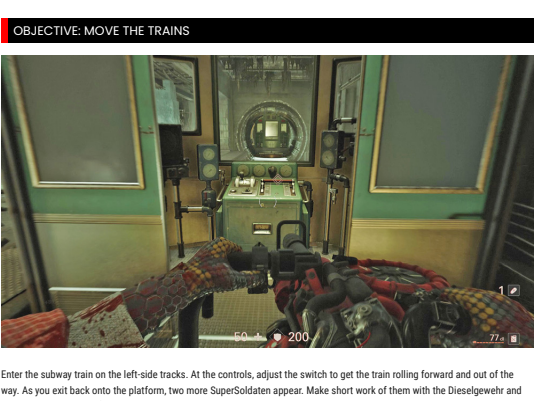
Proceed straight ahead from the refueling station to find a dead end with a Collectible. An alligator jumps up from the water, so be ready to fight it off.

Enter the subway cars on the left, then continue through them and out into the tunnel. Keep going to enter another subway car, then exit to the right and traverse a passageway to reach the tracks on the right. Head into another subway car, sneak up behind the Soldier there, and perform a stealth takedown.

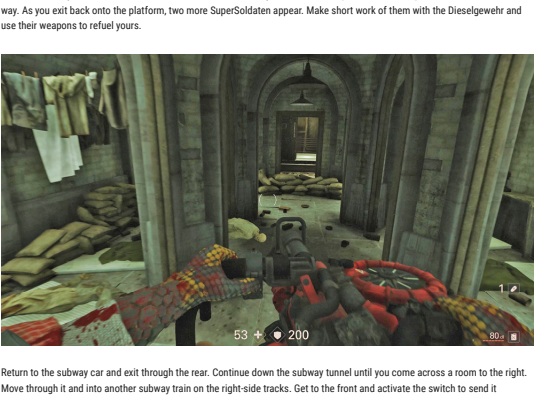
Exit the car onto the station platform. A SuperSoldat patrols this area. Use the Dieselgewehr to defeat it, then refuel your heavy weapon from those he drops. Use it again to blast through a yellow-striped metal door. Walk inside and turn on the generator to supply power to the trains.



OBJECTIVE: MOVE THE TRAINS

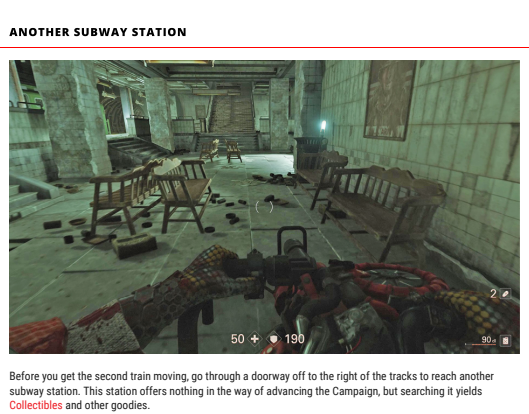


Enter the subway train on the left-side tracks. At the controls, adjust the switch to get the train rolling forward and out of the way. As you exit back onto the platform, two more SuperSoldaten appear. Make short work of them with the Dieselgewehr and use their weapons to refuel yours.



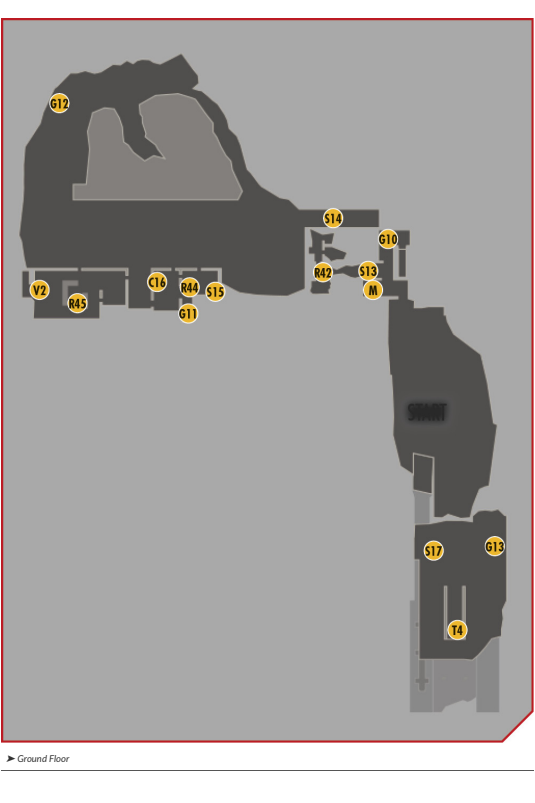
Return to the subway car and exit through the rear. Continue down the subway tunnel until you come across a room to the right. Move through it and into another subway train on the right-side tracks. Get to the front and activate the switch to send it chugging toward your destination.

ANOTHER SUBWAY STATION

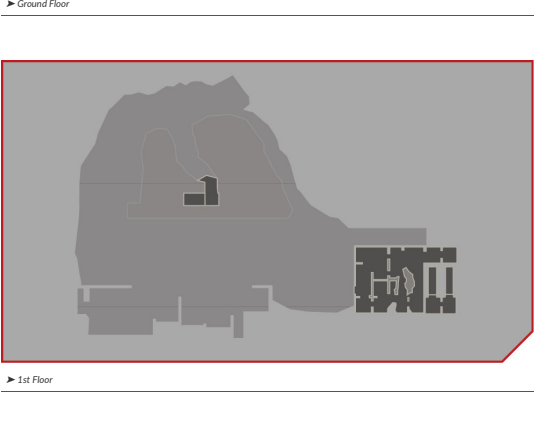


Before you get the second train moving, go through a doorway off to the right of the tracks to reach another subway station. This station offers nothing in the way of advancing the Campaign, but searching it yields Collectibles and other goodies.

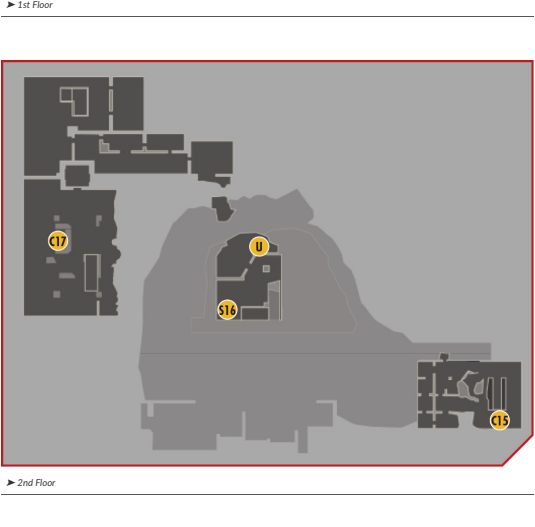
MIDTOWN



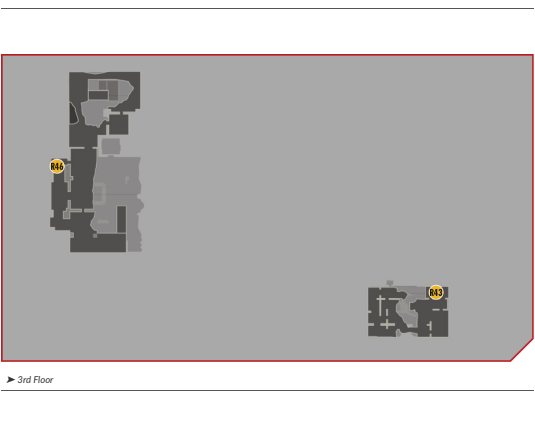
Ground Floor



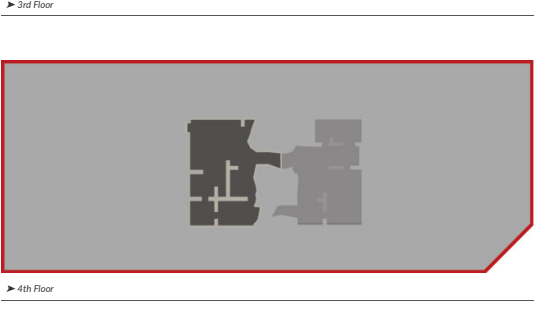
1st Floor



2nd Floor

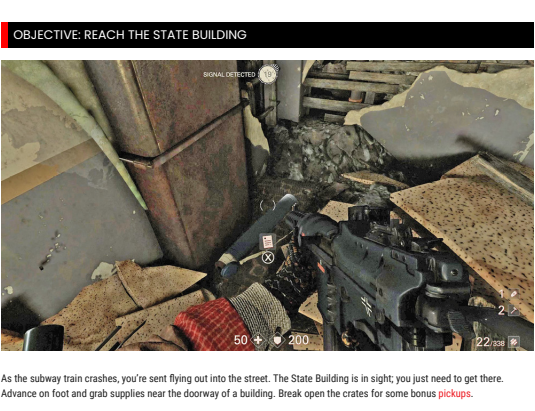


3rd Floor



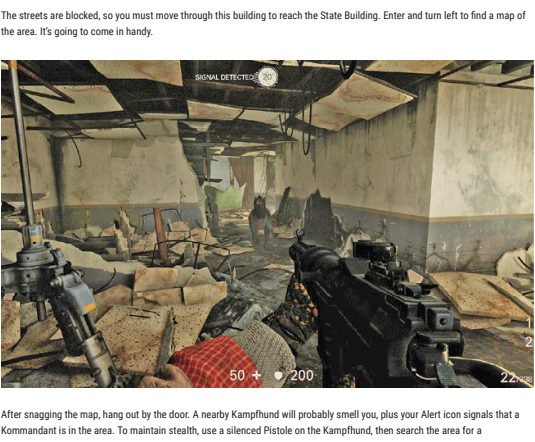
4th Floor

OBJECTIVE: REACH THE STATE BUILDING

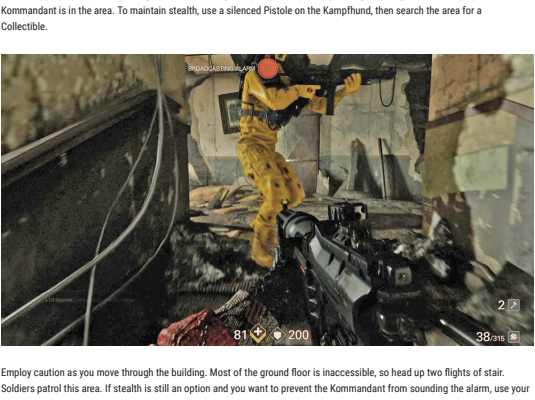


As the subway train crashes, you're sent flying out into the street. The State Building is in sight; you just need to get there. Advance on foot and grab supplies near the doorway of a building. Break open the crates for some bonus pickups.

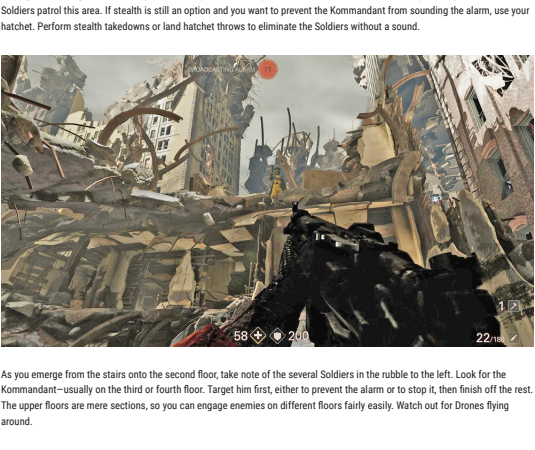
The streets are blocked, so you must move through this building to reach the State Building. Enter and turn left to find a map of the area. It's going to come in handy.



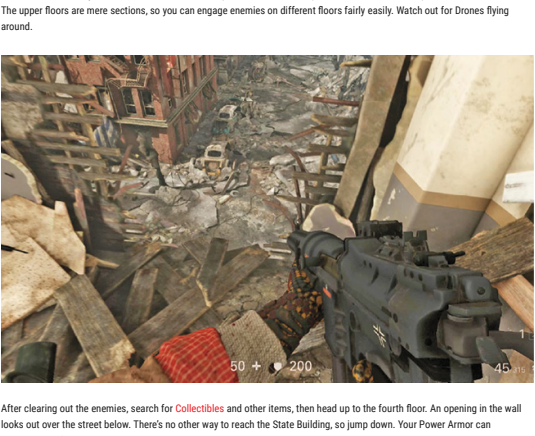
After snagging the map, hang out by the door. A nearby Kampfhund will probably smell you, plus your Alert icon signals that a Kommandant is in the area. To maintain stealth, use a silenced Pistole on the Kampfhund, then search the area for a Collectible.



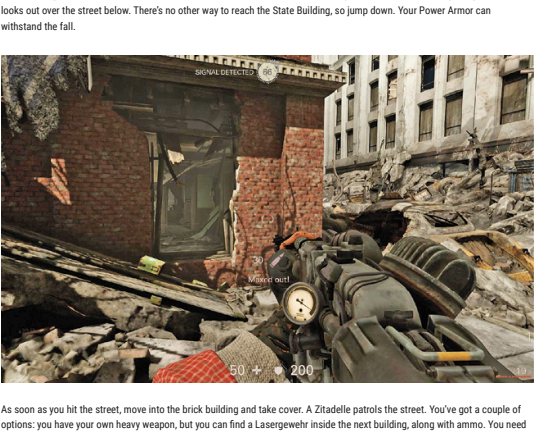
Employ caution as you move through the building. Most of the ground floor is inaccessible, so head up two flights of stairs. Soldiers patrol this area. If stealth is still an option and you want to prevent the Kommandant from sounding the alarm, use your hatchet. Perform stealth takedowns or land hatchet throws to eliminate the Soldiers without a sound.



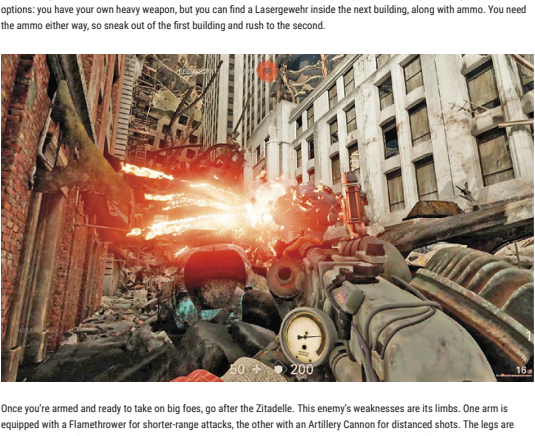
As you emerge from the stairs onto the second floor, take note of the several Soldiers in the rubble to the left. Look for the Kommandant—usually on the third or fourth floor. Target him first, either to prevent the alarm or to stop it, then finish off the rest. The upper floors are mere sections, so you can engage enemies on different floors fairly easily. Watch out for Drones flying around.



After clearing out the enemies, search for Collectibles and other items, then head up to the fourth floor. An opening in the wall looks out over the street below. There's no other way to reach the State Building, so jump down. Your Power Armor can withstand the fall.



As soon as you hit the street, move into the brick building and take cover. A Zitadelle patrols the street. You've got a couple of options: you have your own heavy weapon, but you can find a Lasergewehr inside the next building, along with ammo. You need the ammo either way, so sneak out of the first building and rush to the second.



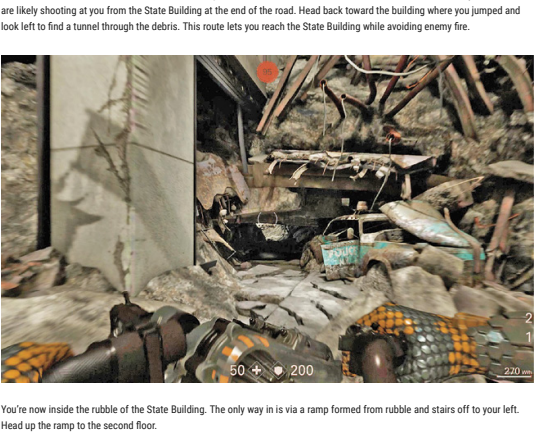
Once you're armed and ready to take on big foes, go after the Zitadelle. This enemy's weaknesses are its limbs. One arm is equipped with a Flamethrower for shorter-range attacks, the other with an Artillery Cannon for distanced shots. The legs are also weak spots. If you destroy any two limbs, you destroy the Zitadelle. Which limb you should target first depends on the distance between you and this monstrous mech. At close range, destroy the Flamethrower arm first, which allows you to move in close to take out a second limb. At long range, prioritize the Artillery Cannon arm to cripple the Zitadelle's ability to hit you from a distance. In the case of this fight, follow these steps for best results:

1. Take cover behind a wall.

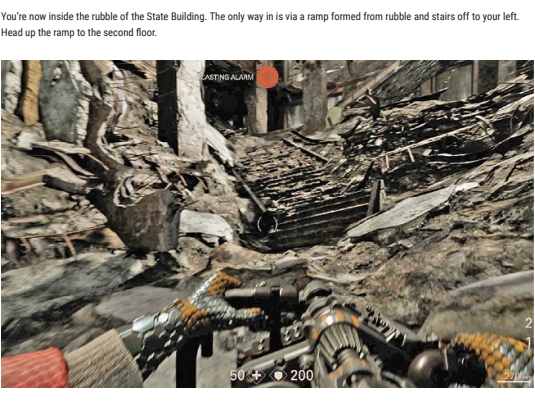
2. Shoot the Flamethrower arm until it's destroyed.

3. Move in close and attack the Artillery Cannon arm, or one of the legs.

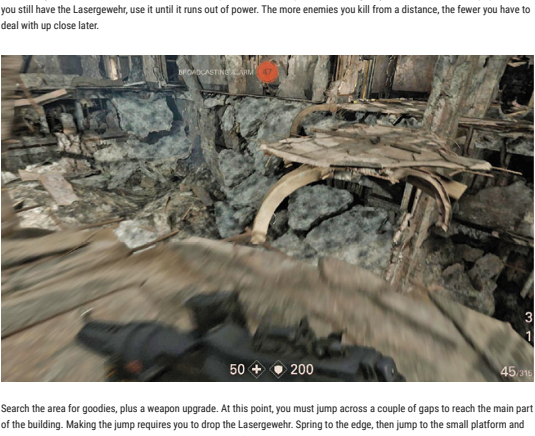
After the Zitadelle is neutralized, search the buildings for Collectibles and other items, then return to the street. By now, Nazis are likely shooting at you from the State Building at the end of the road. Head back toward the building where you jumped and look left to find a tunnel through the debris. This route lets you reach the State Building while avoiding enemy fire.



You're now inside the rubble of the State Building. The only way in is via a ramp formed from rubble and stairs off to your left. Head up the ramp to the second floor.

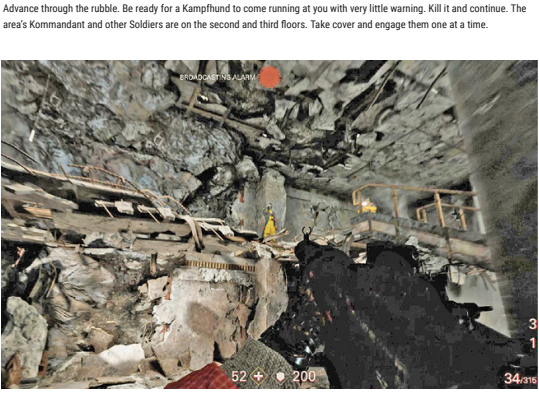


From here you can see the Nazi Soldiers in the other part of the building. Shoot as many as you can from this vantage point. If you still have the Lasergewehr, use it until it runs out of power. The more enemies you kill from a distance, the fewer you have to deal with up close later.



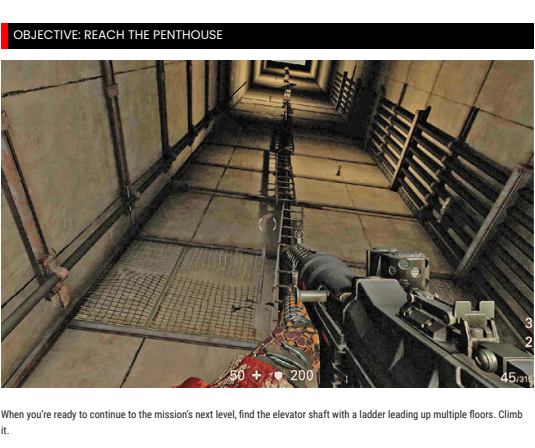
Search the area for goodies, plus a weapon upgrade. At this point, you must jump across a couple of gaps to reach the main part of the building. Making the jump requires you to drop the Lasergewehr. Step to the edge, then jump to the small platform and continue with another jump to the State Building's second floor.

Advance through the rubble. Be ready for a Kampfhund to come running at you with very little warning. Kill it and continue. The area's Kommandant and other Soldiers are on the second and third floors. Take cover and engage them one at a time.



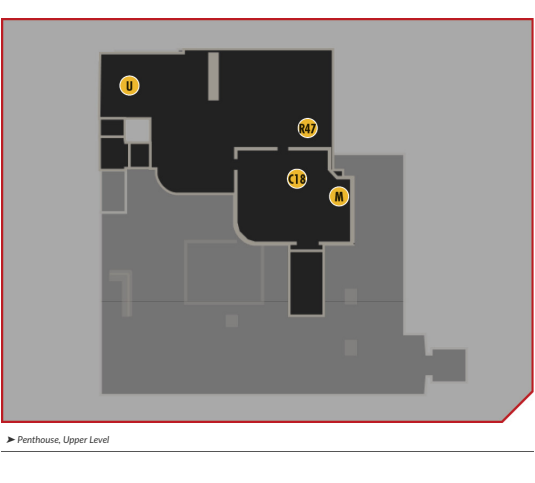
Your path takes you up the stairs to the third floor, across, and then back to the second floor via a drop. While you're clearing out the enemies, a SuperSoldat flies up for an attack. Quickly take him out with your heavy weapon. Once all enemies are finished off, search the area for Collectibles and load up on ammo.

OBJECTIVE: REACH THE PENTHOUSE

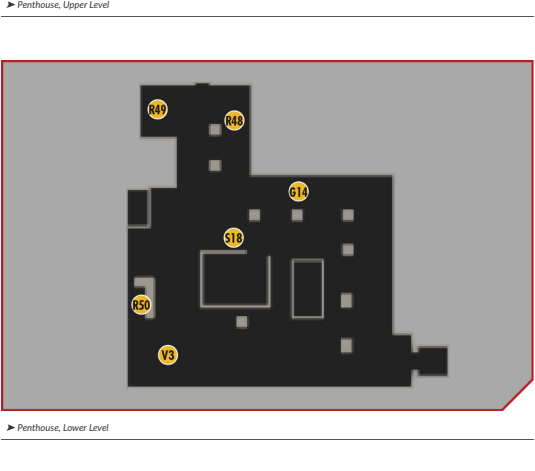


When you're ready to continue to the mission's next level, find the elevator shaft with a ladder leading up multiple floors. Climb it.

THE STATE BUILDING

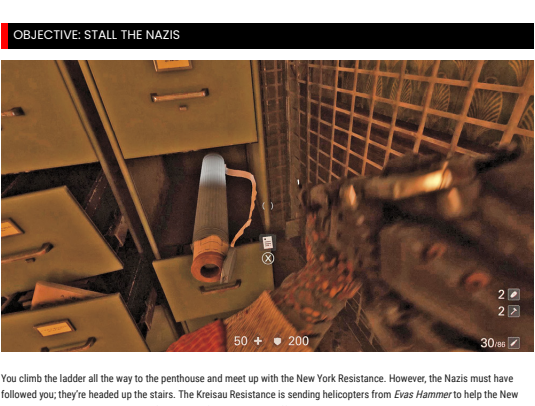


Penthouse, Upper Level



Penthouse, Lower Level

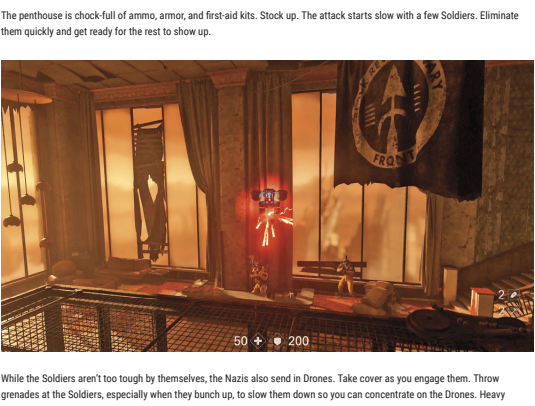
OBJECTIVE: STALL THE NAZIS



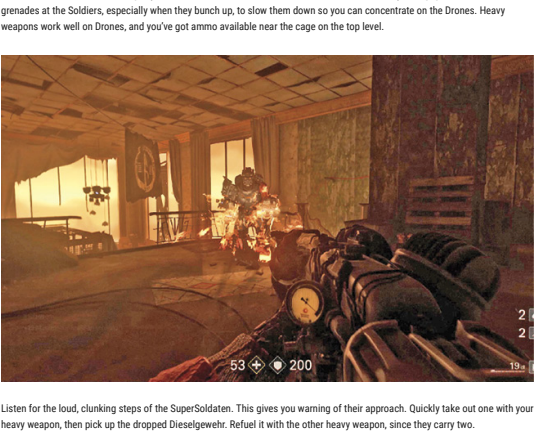
You climb the ladder all the way to the penthouse and meet up with the New York Resistance. However, the Nazis must have followed you; they're headed up the stairs. The Kreisau Resistance is sending helicopters from *Evas Hammer* to help the New Yorkers escape. While they evacuate from the roof, you must hold off the Nazis.

In the short time you have before the enemy arrives, pick up a map in the cage near your start location.

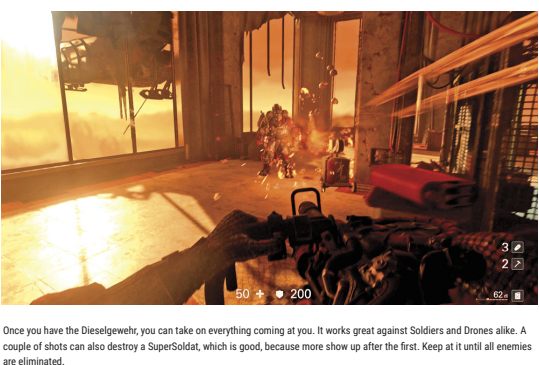
The penthouse is chock-full of ammo, armor, and first-aid kits. Stock up. The attack starts slow with a few Soldiers. Eliminate them quickly and get ready for the rest to show up.



While the Soldiers aren't too tough by themselves, the Nazis also send in Drones. Take cover as you engage them. Throw grenades at the Soldiers, especially when they bunch up, to slow them down so you can concentrate on the Drones. Heavy weapons work well on Drones, and you've got ammo available near the cage on the top level.



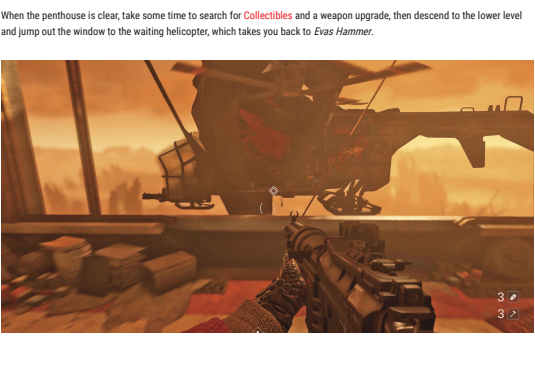
Listen for the loud, clunking steps of the SuperSoldaten. This gives you warning of their approach. Quickly take out one with your heavy weapon, then pick up the dropped Dieselgewehr. Refuel it with the other heavy weapon, since they carry two.

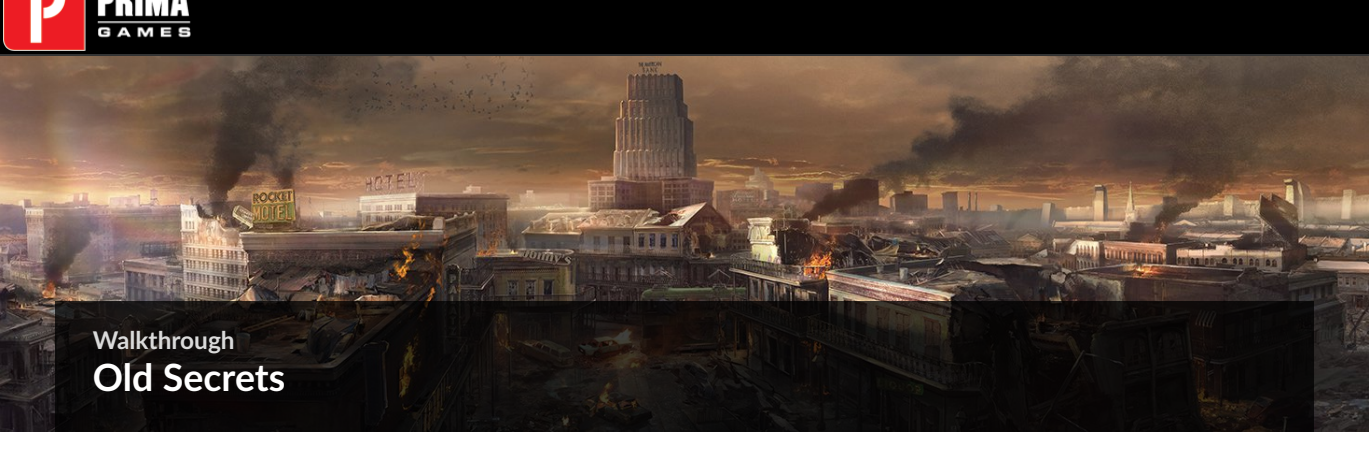


Once you have the Dieselgewehr, you can take on everything coming at you. It works great against Soldiers and Drones alike. A couple of shots can also destroy a SuperSoldat, which is good, because more show up after the first. Keep at it until all enemies are eliminated.

OBJECTIVE: JUMP ABOARD THE HELICOPTER

When the penthouse is clear, take some time to search for Collectibles and a weapon upgrade, then descend to the lower level and jump out the window to the waiting helicopter, which takes you back to *Evas Hammer*.





Walkthrough

Old Secrets

A NEW HOME

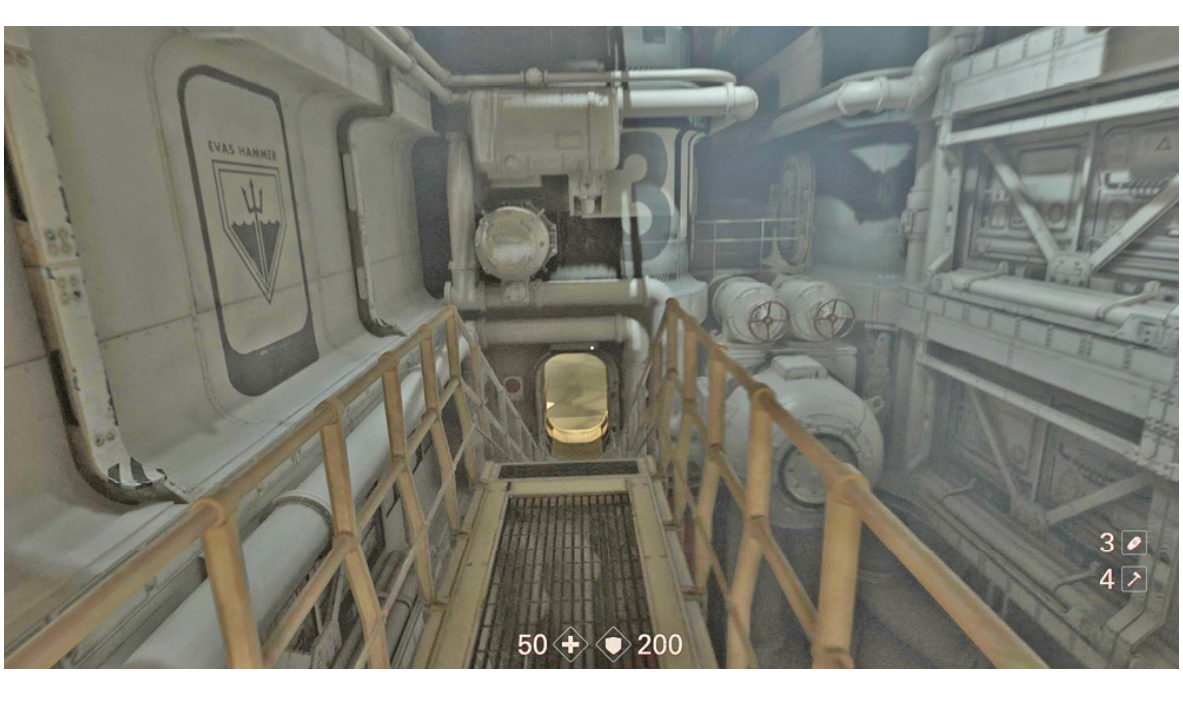
Evas Hammer
Somewhere in the Atlantic

Grace has a plan to hurt the Nazis, but she needs a nuclear bomb. Luckily, there's a stock of these weapons aboard *Evas Hammer*. Not so luckily, they're located in Section F. You visited that section earlier when you had to shut down the signal being sent to the *Ausmerzer*. Due to flooding, that section has been sealed. Hope you can swim.

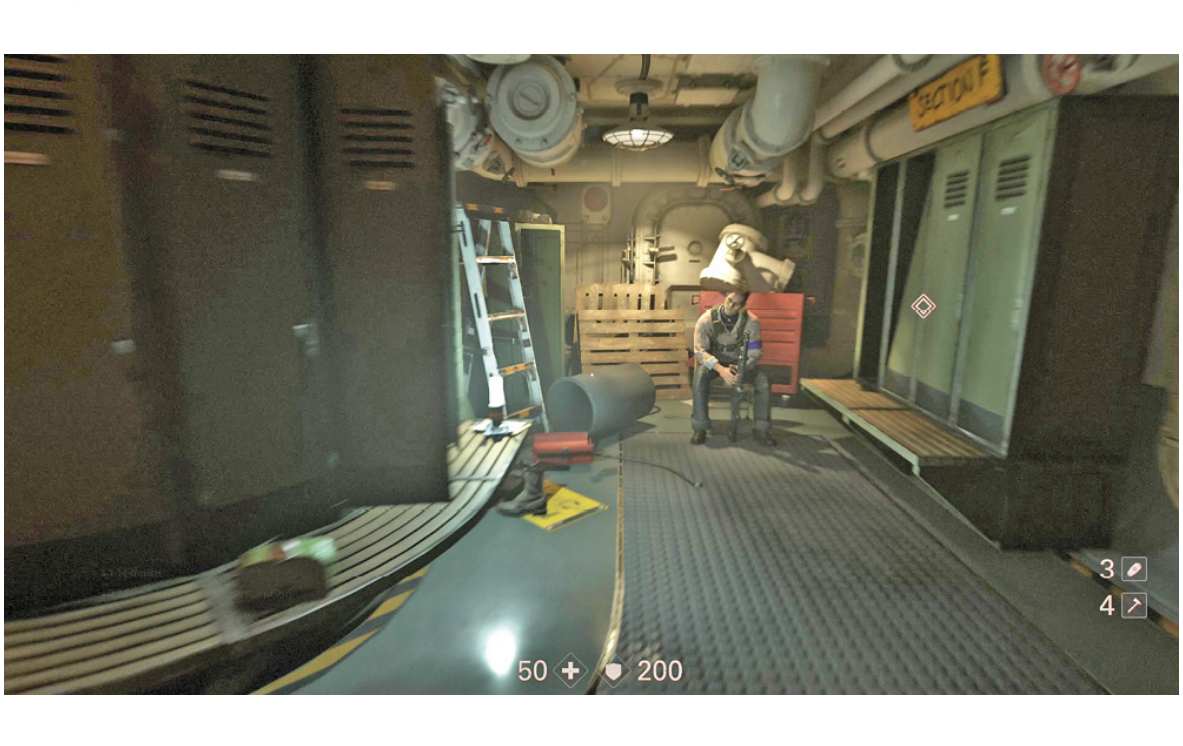
EXPLORE THE BOAT

This mission takes place on the submarine Evas Hammer. While your objectives must be completed, you can wander around the boat and explore in the meantime, looking for Collectibles and talking to the crew. With the exception of Section F's interior, you can go anywhere you want.

OBJECTIVE: ENTER SECTION F



There's a secret entrance to Section F down in the locker room. Exit the helm and turn right. Move through the central section to the end, then take the stairs down to the locker room.

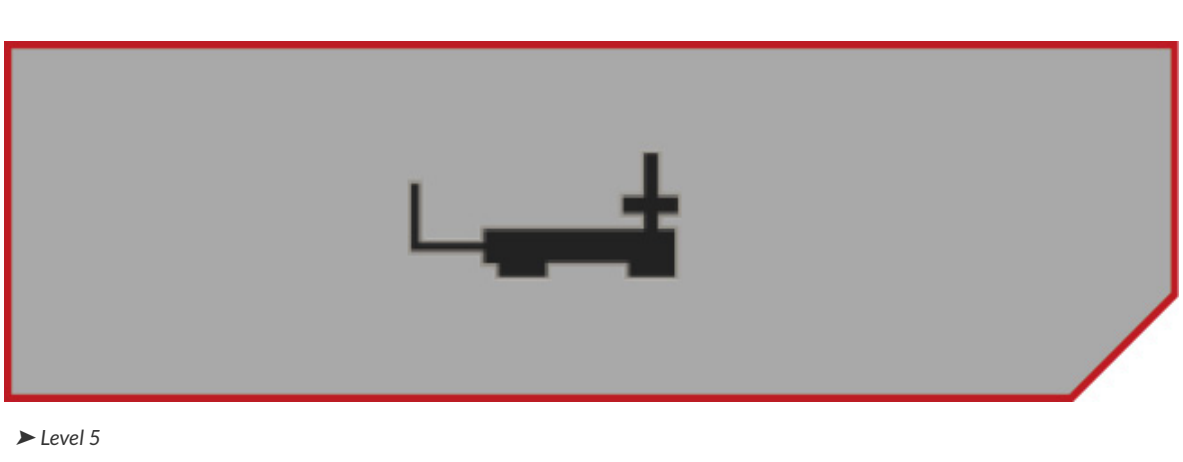


Walk around to the other side of the locker room and go through one of the lockers to reach Section F.

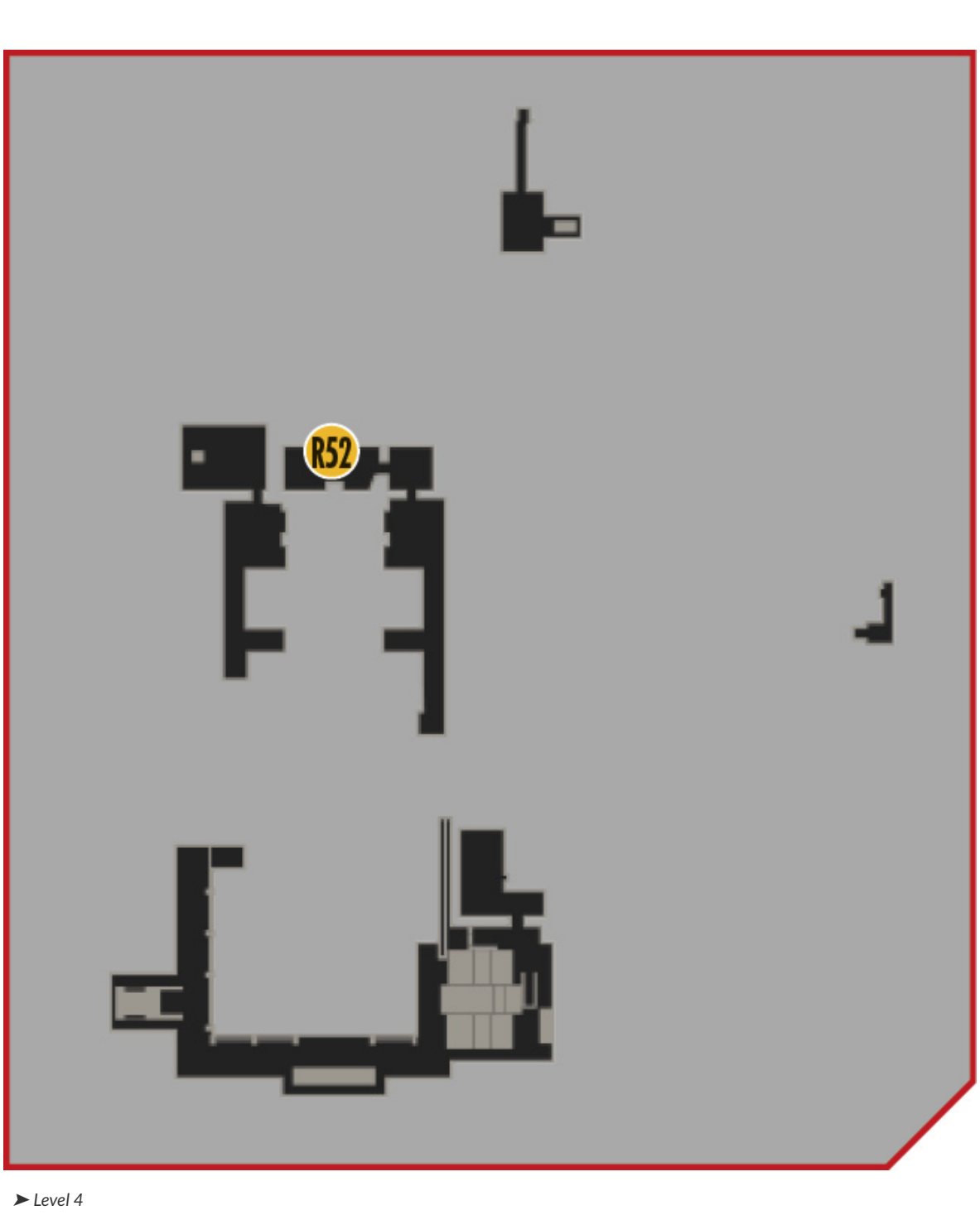
MAP LEGEND KEY FOR COLLECTIBLES

C	Concepts
G	Gold
M	Map
R	Readable
S	Star Card
T	Max's Toy
U	Upgrade Kit
V	Vinyl Record

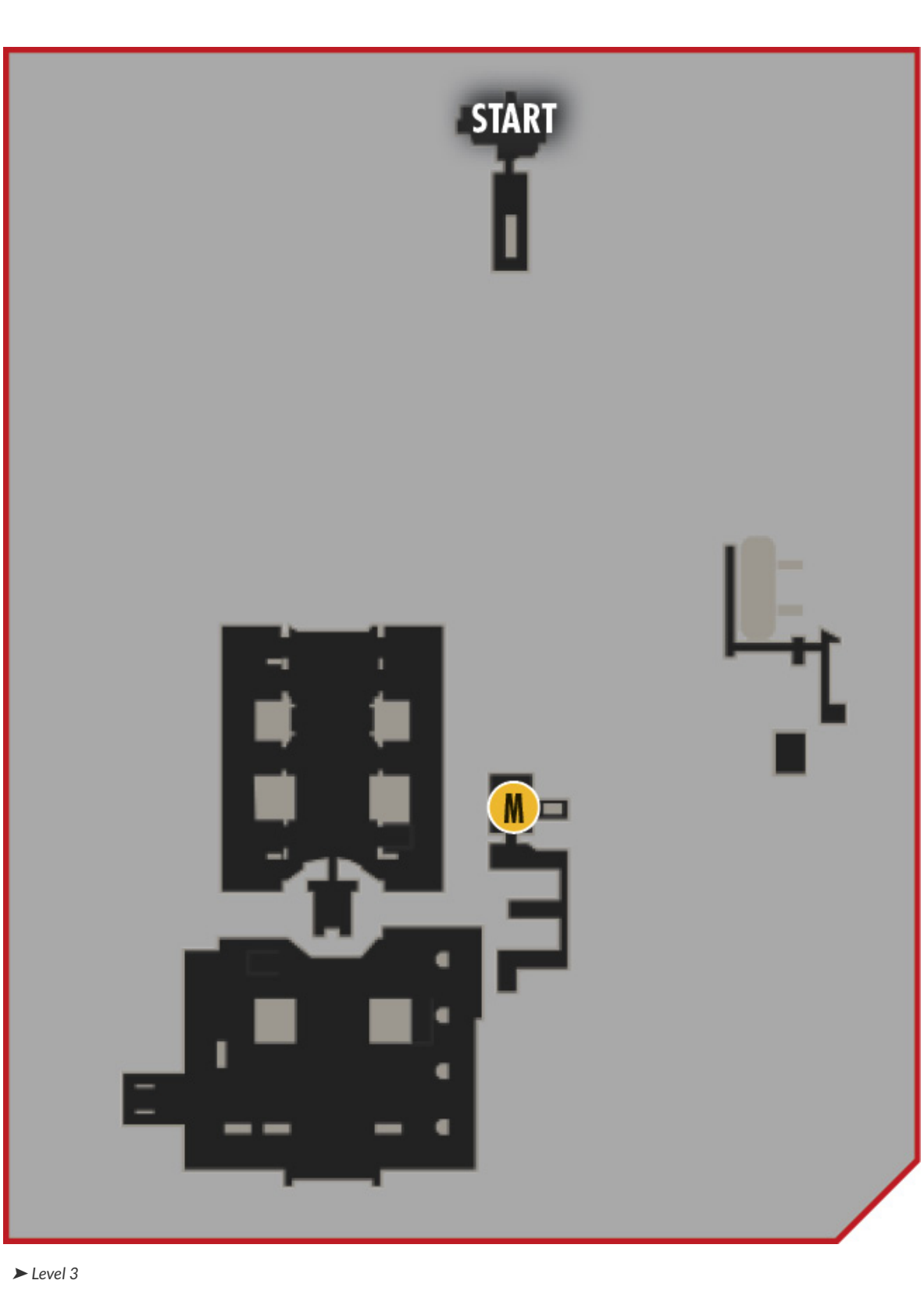
SECTION F REVISITED



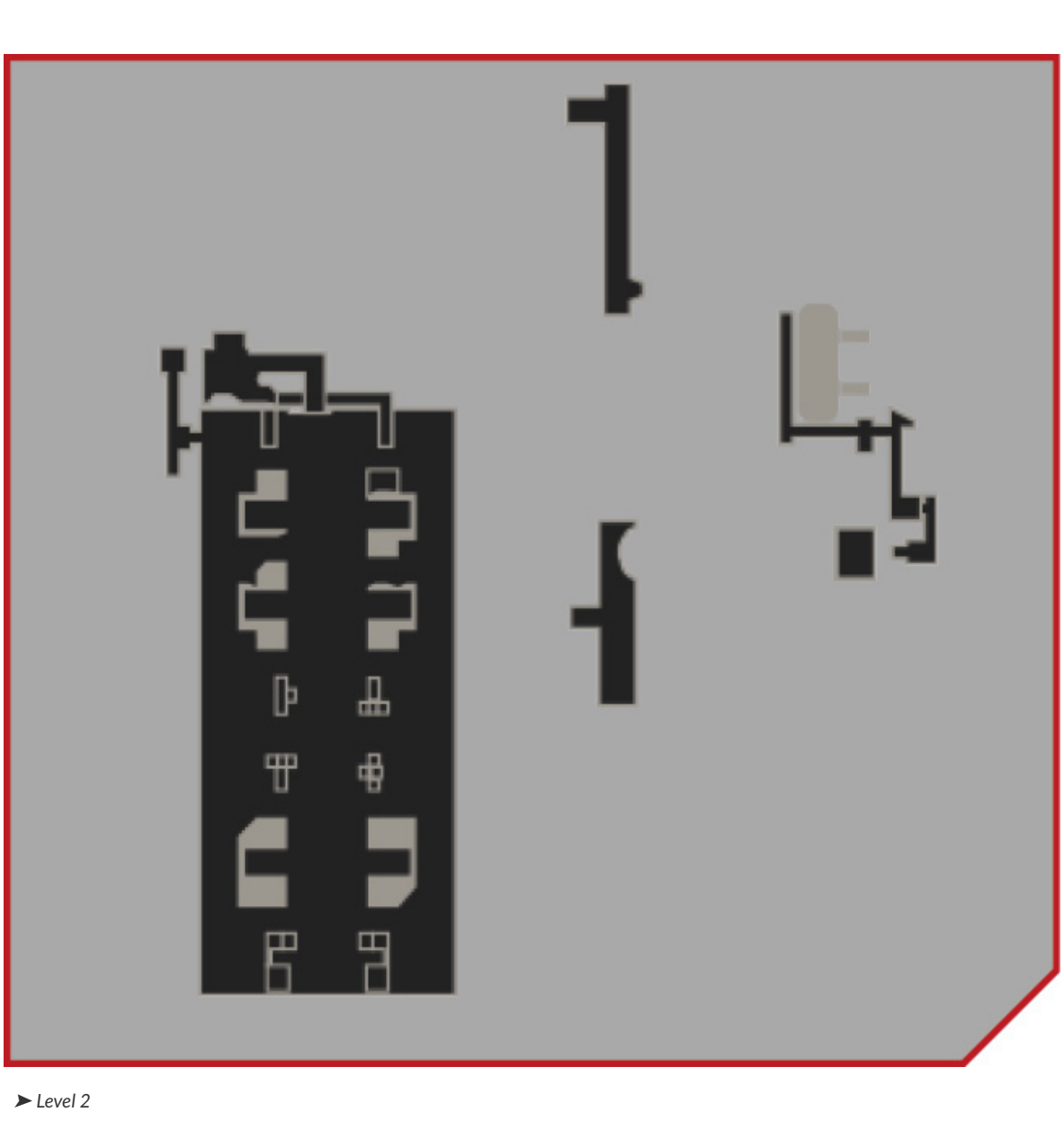
Level 5



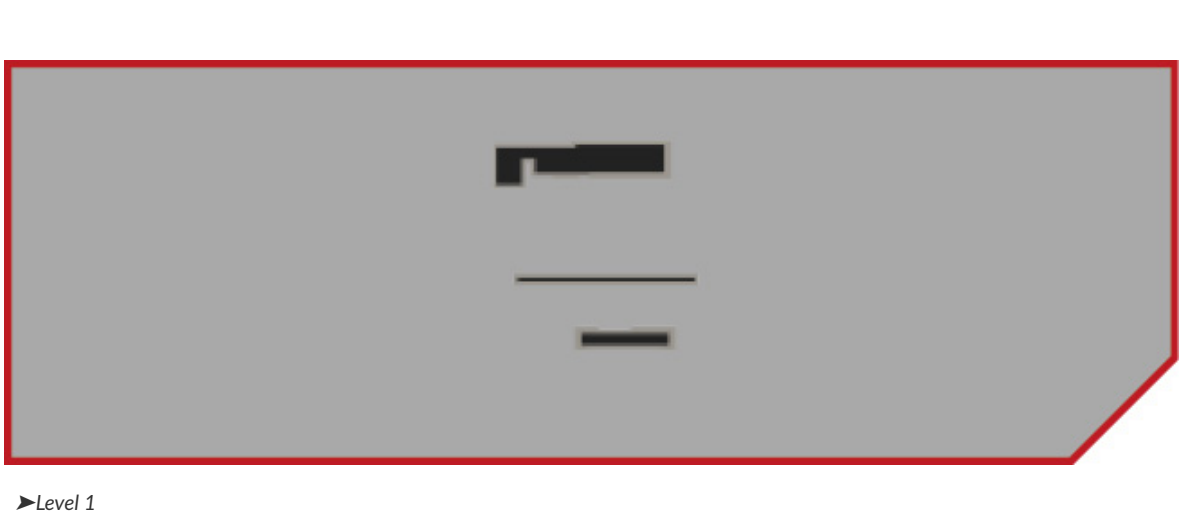
Level 4



Level 3

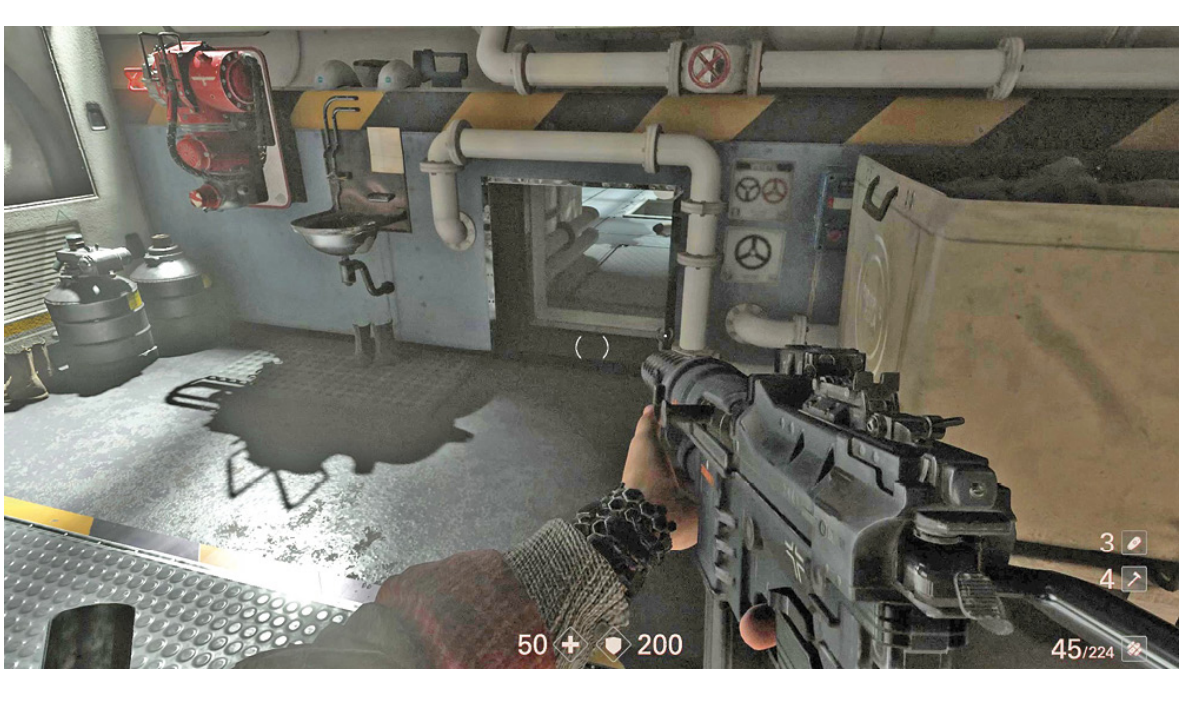


Level 2

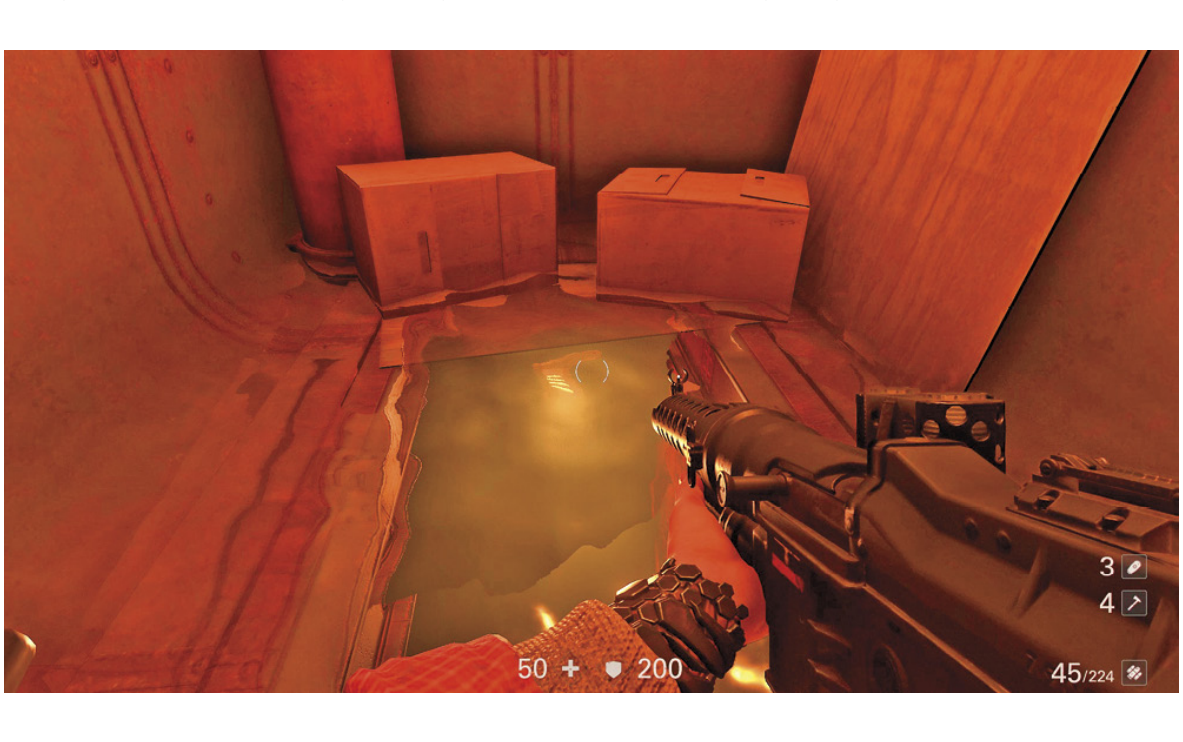


Level 1

OBJECTIVE: FIND A NUCLEAR WARHEAD

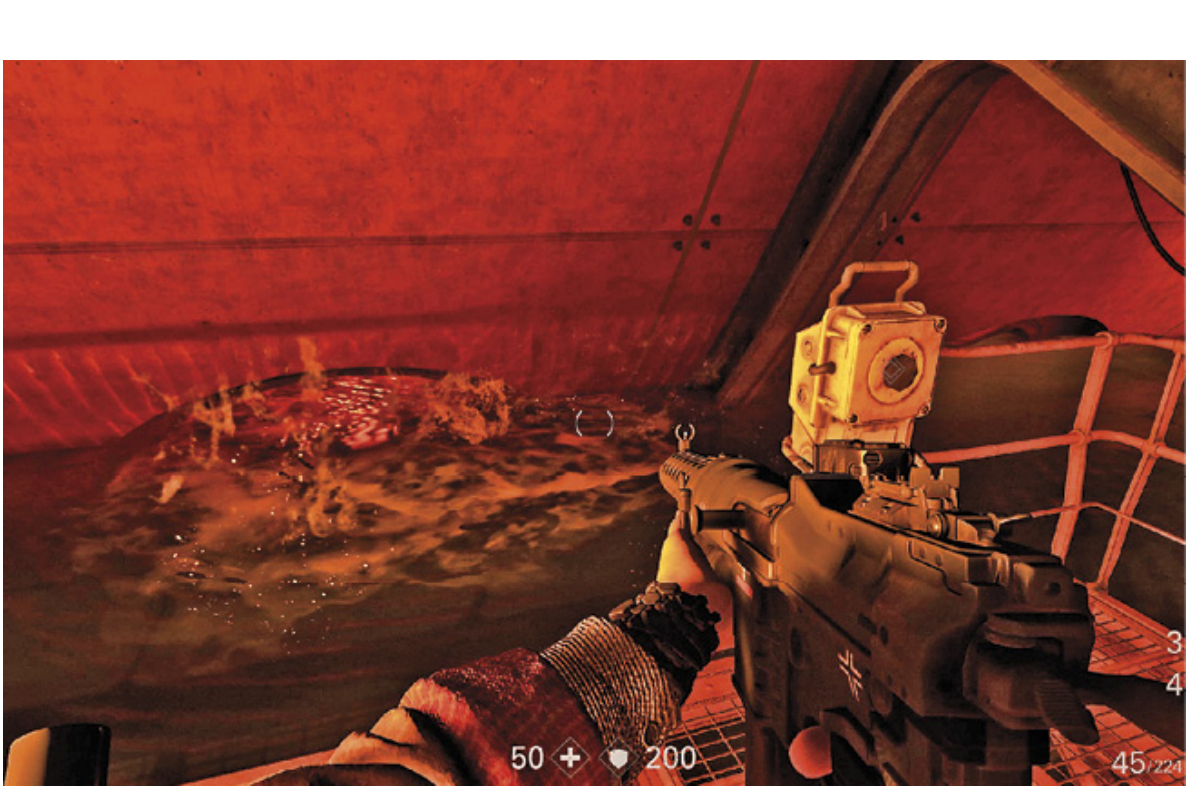


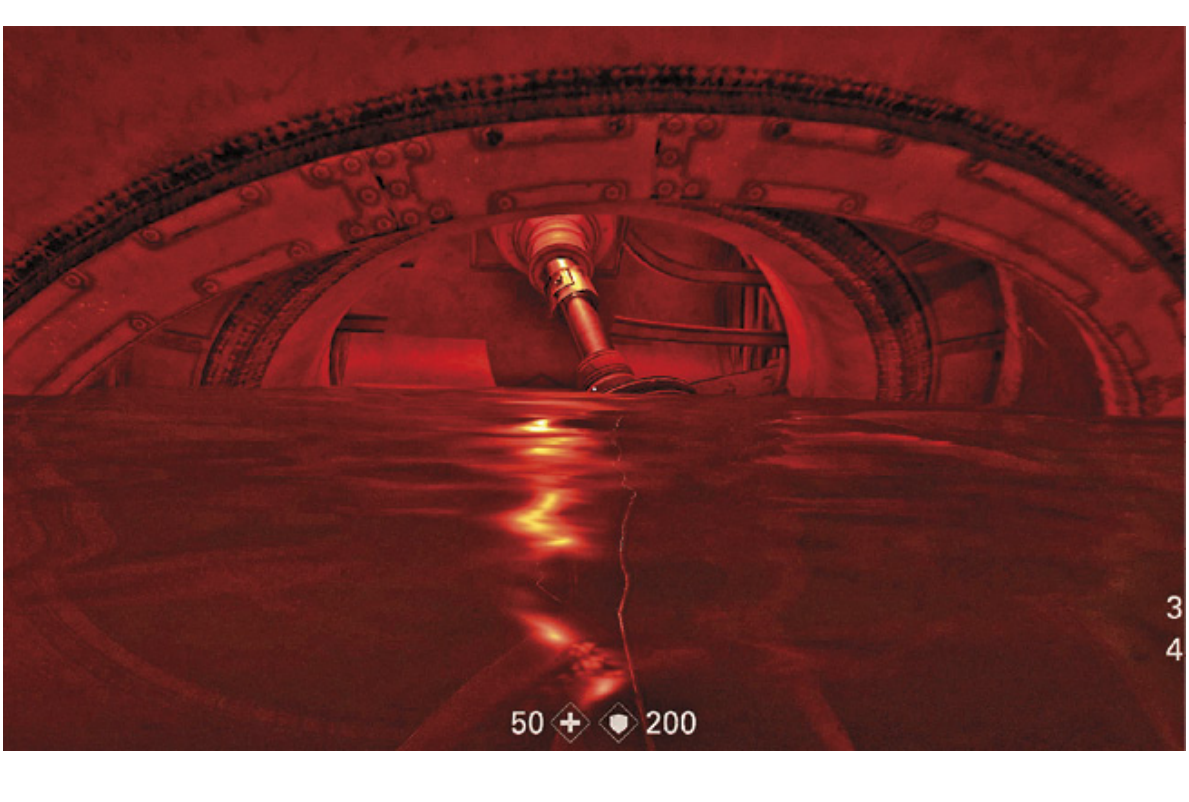
You start out in the laundry room, just like last time. If you haven't already upgraded your Dieselkraftwerk/Laserkraftwerk for expanded ammo capacity, seriously consider doing it now. Also make sure your heavy weapon is full—there are stations in the laundry room for that purpose. Once you're ready, crawl through the duct and make your way up some pipes.

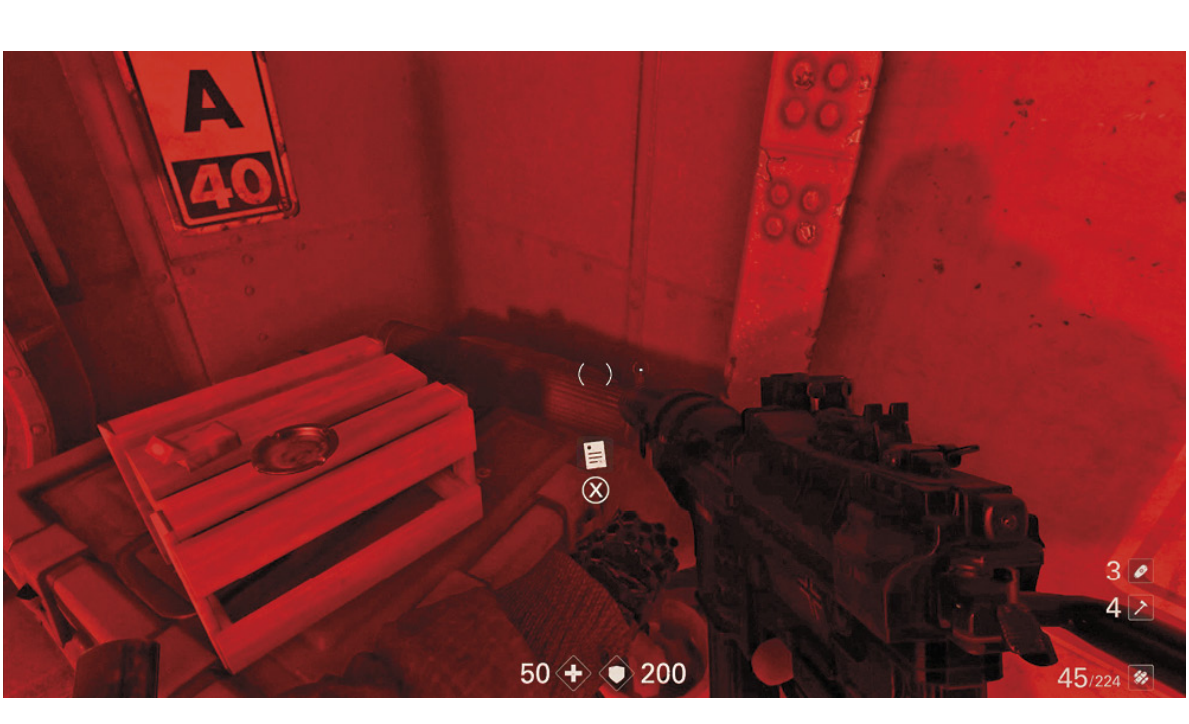


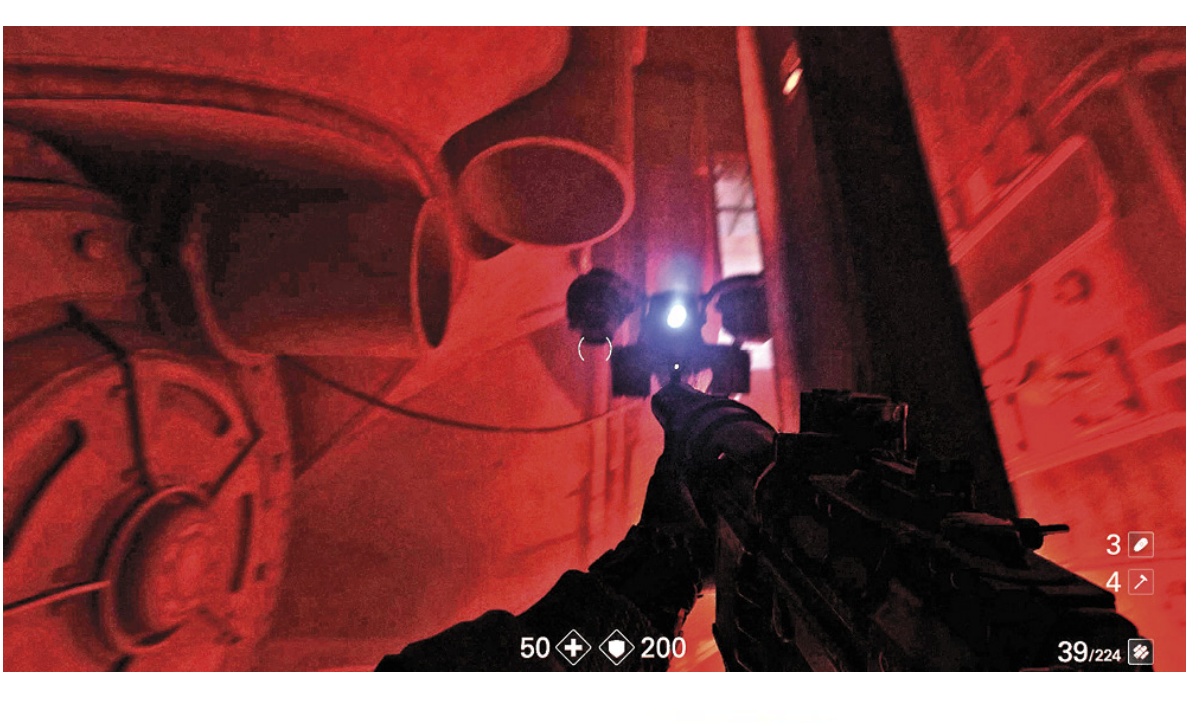
Continue through another duct and climb down the ladder to a walkway. Follow it to the end, where another ladder leads down into water. Looks like it's time to swim. Drop into the water and swim forward under a bulkhead until you can spot stairs leading out of the water.

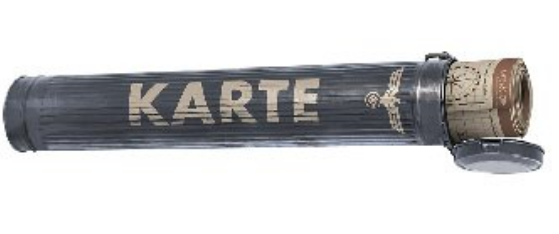
Climb up the stairs and follow the catwalk around to a control switch. Use the switch to stop the propeller down in the water. Once it's completely stopped, jump into the water and swim through the opening to reach another passageway. Follow it to a ladder and climb up to Level 3.







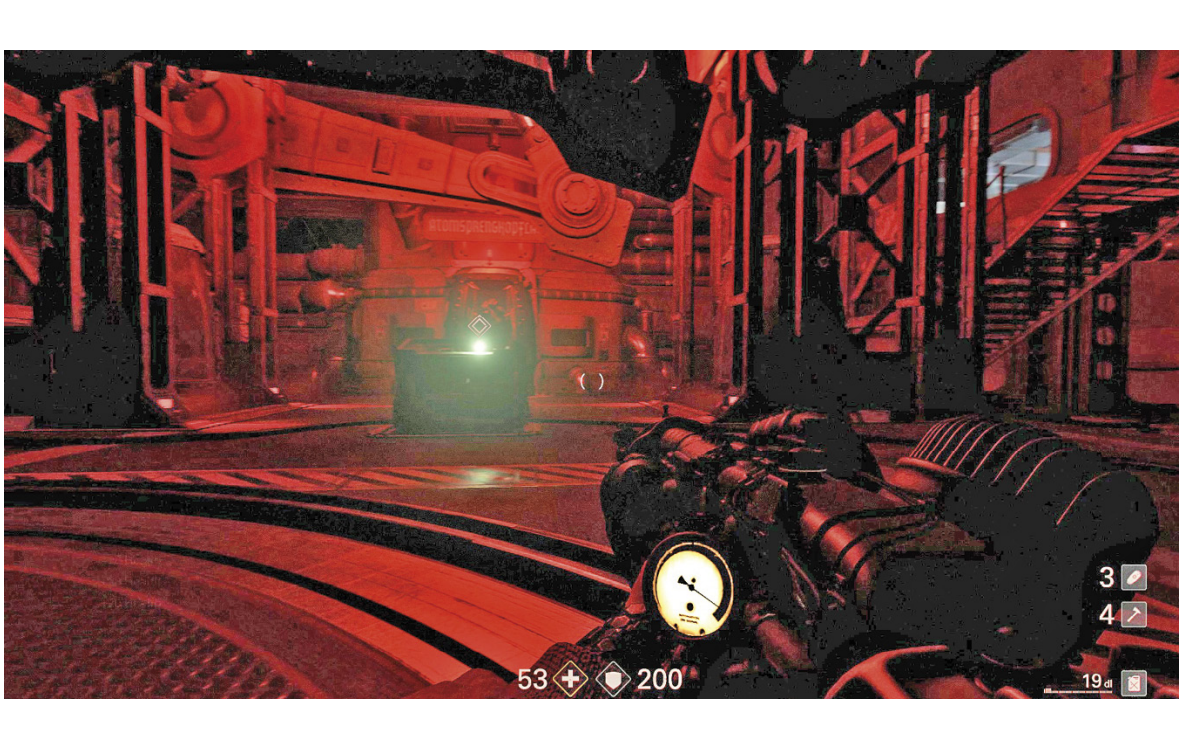




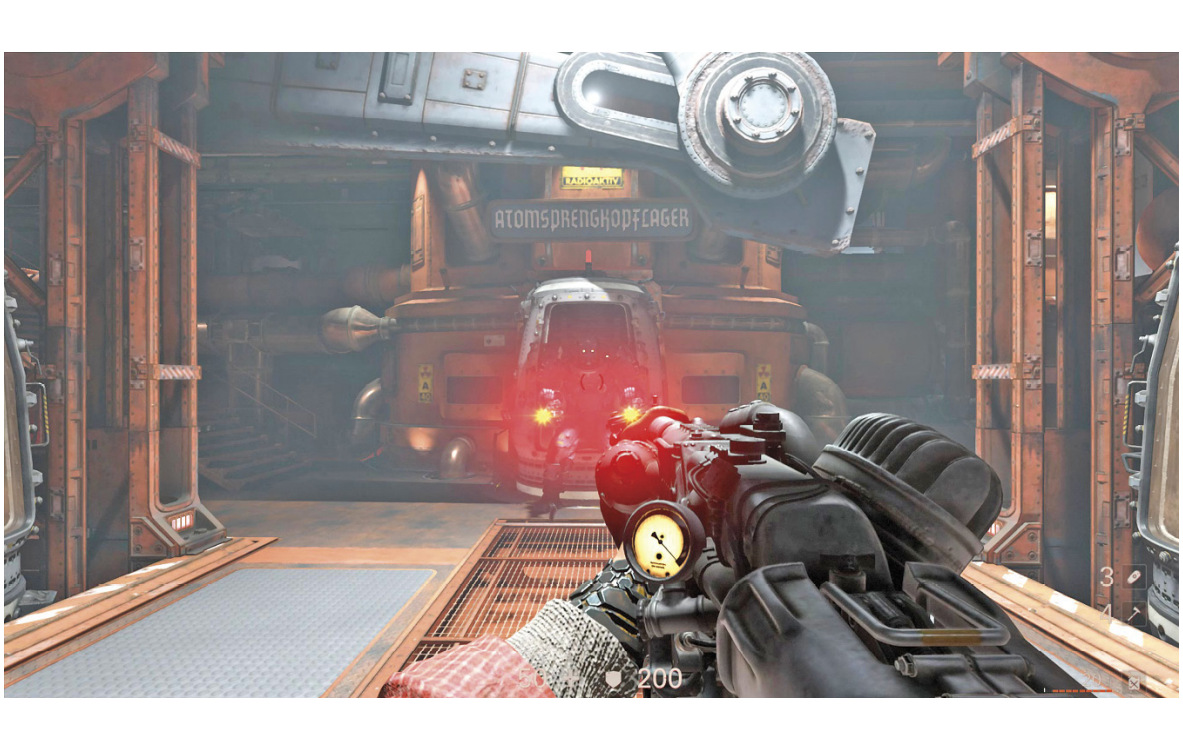
At the top of the ladder, look for a map. Grab it for a view of the entire Section F area.

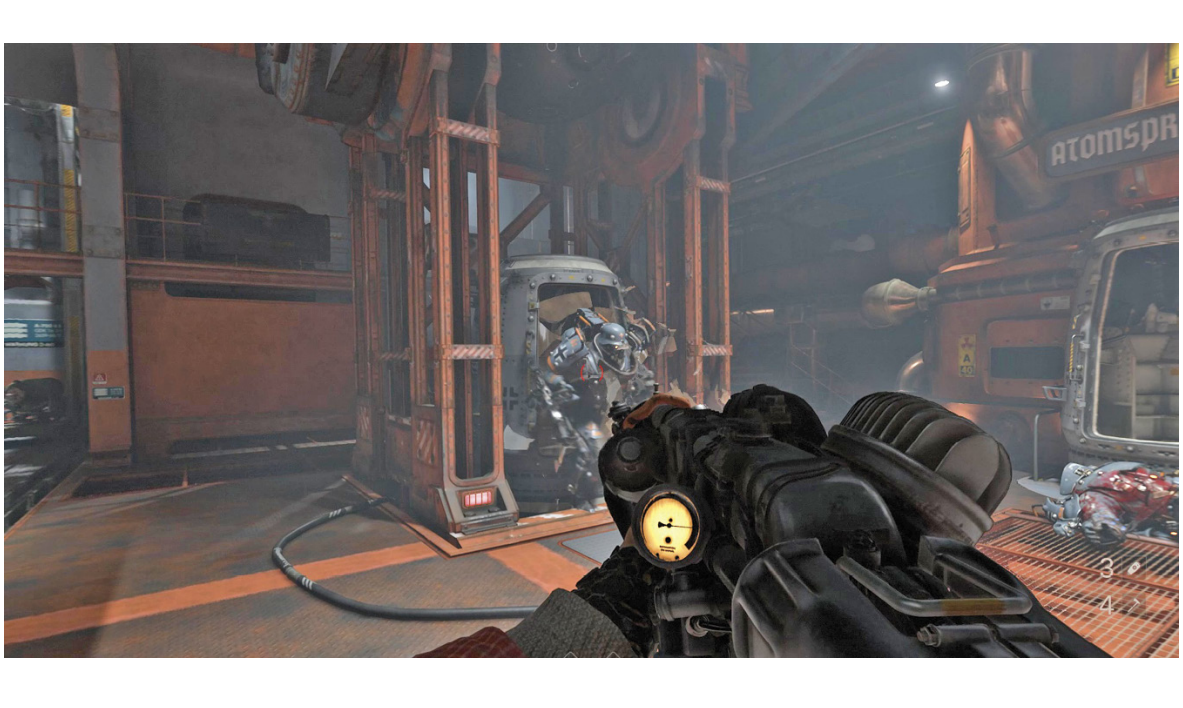
Use caution as you advance into the next room—there's a Drone inside. Take it down quickly with your heavy weapon, before it causes too much damage. Once it's eliminated, continue to a ladder and climb up into a small room. Refill your heavy weapon from the stations here—you'll soon need it.

Resume your trek along a series of catwalks and then up some stairs to Level 5. Use your heavy weapon to blow open the hatch at the top, then crouch and move through the duct. At the end of the duct, drop through the opening to Level 3.



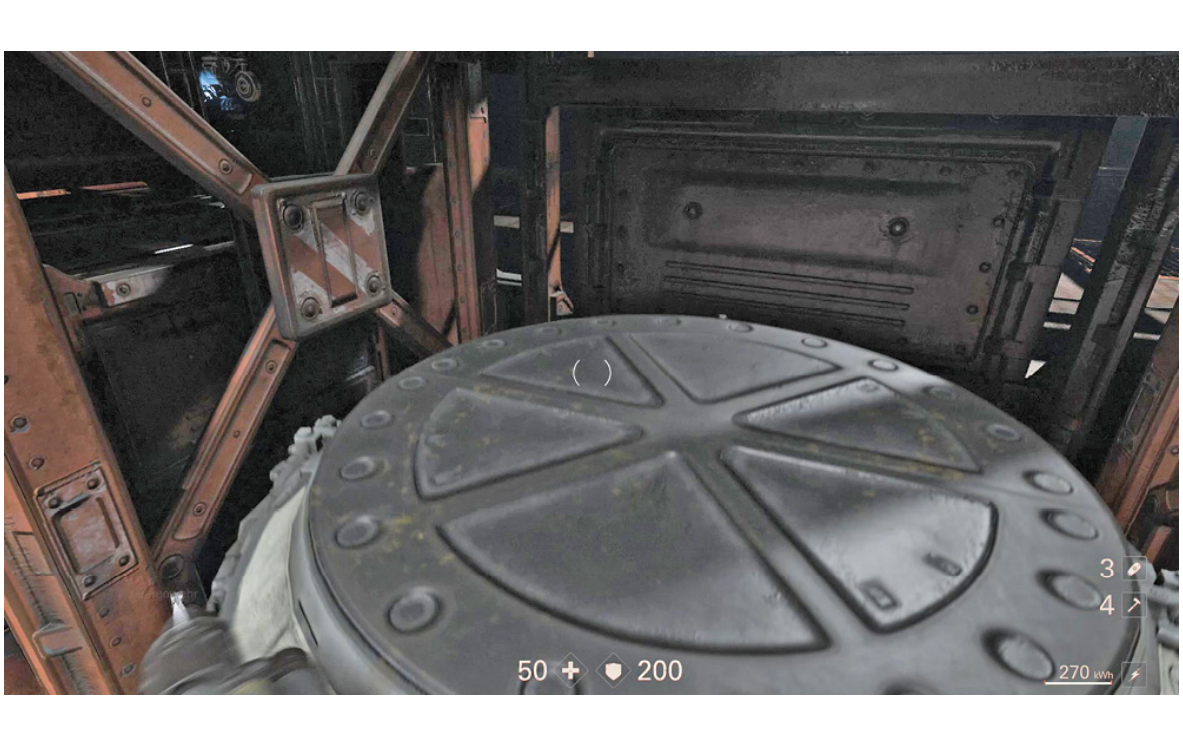
Several hibernation chambers occupy this area. It looks like there's an automatic defense system in place to protect the nuclear weapons. Make sure your heavy weapon is equipped, then use the switch on the control panel in the middle of the room. As soon as you do, the hibernation chamber in front of you opens, and a SuperSoldat steps out. Hit him fast with your heavy weapon before he can get off a shot.



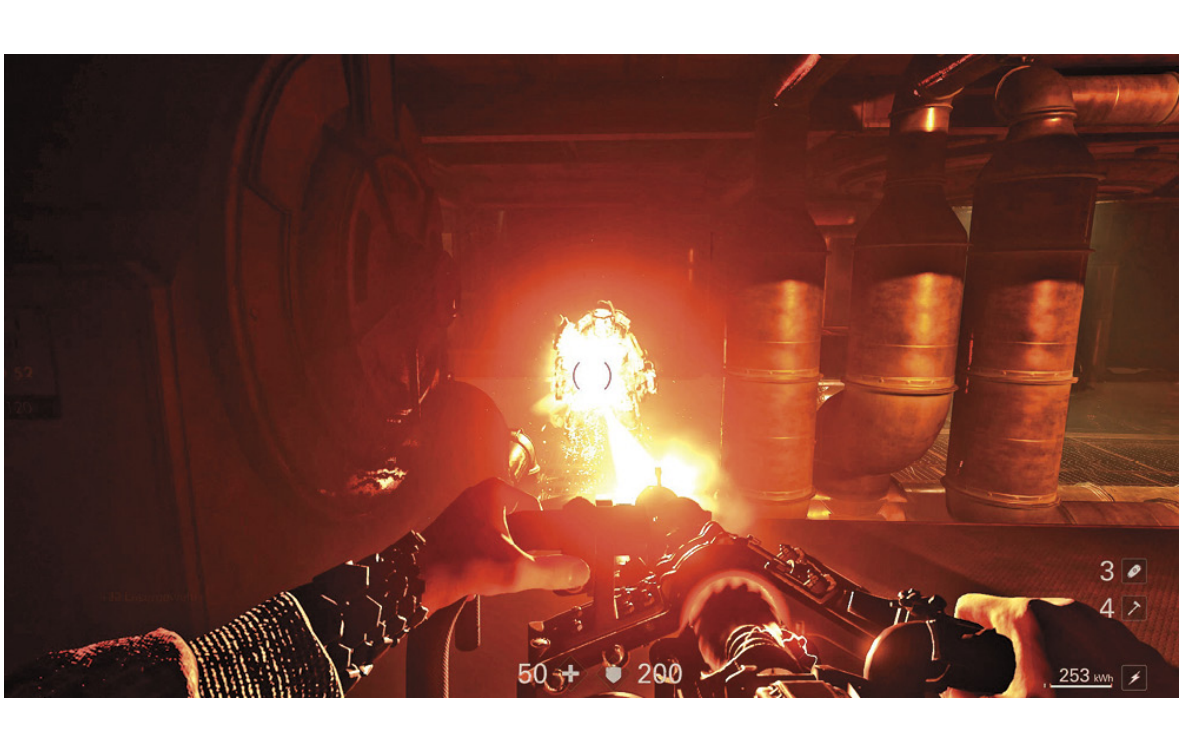


Watch the hibernation chambers on the room's sides. Another SuperSoldat emerges. Quickly destroy him as well. Another emerges from the other side. Once you defeat a total of three SuperSoldaten, you can take a break. Use this time to get more ammo for your heavy weapon from the stations in the area. Consider picking up a Lasergewehr from a dead SuperSoldat, which you can recharge at the corresponding station.

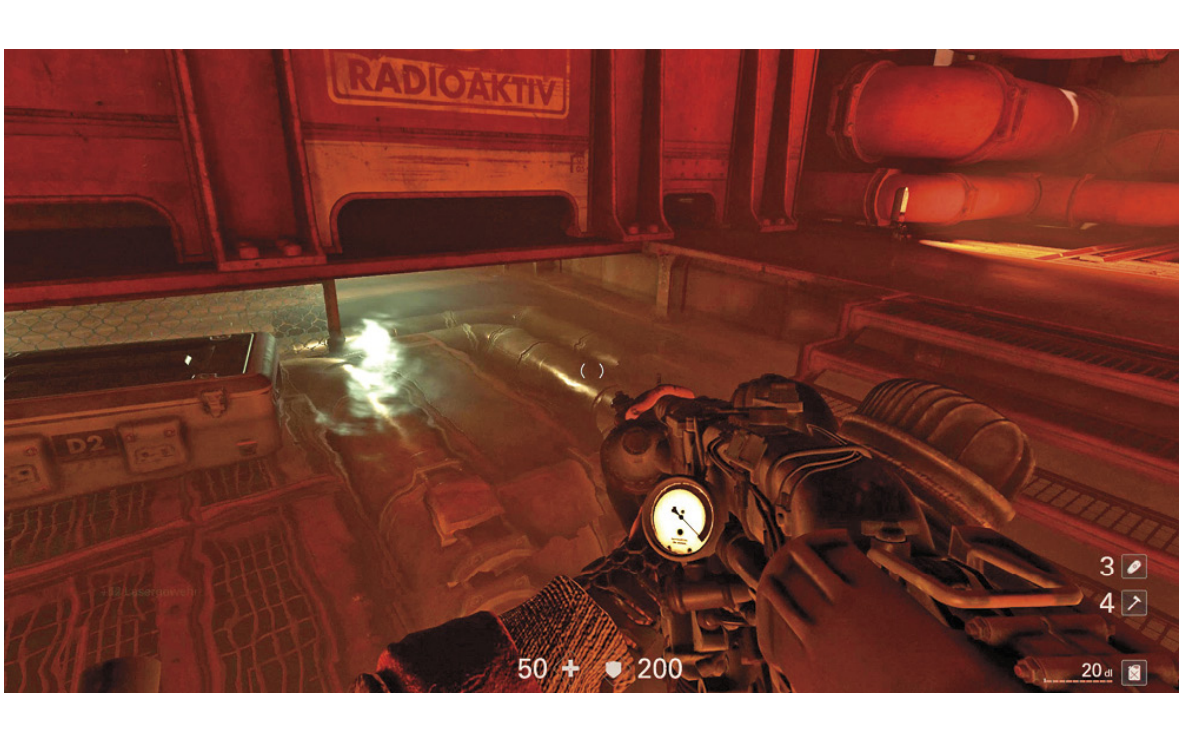
You need to get down to a lower level. At the room's sides, hibernation chambers are continuously lowered. Crouch down, get on top of one, and ride it down to Level 2.

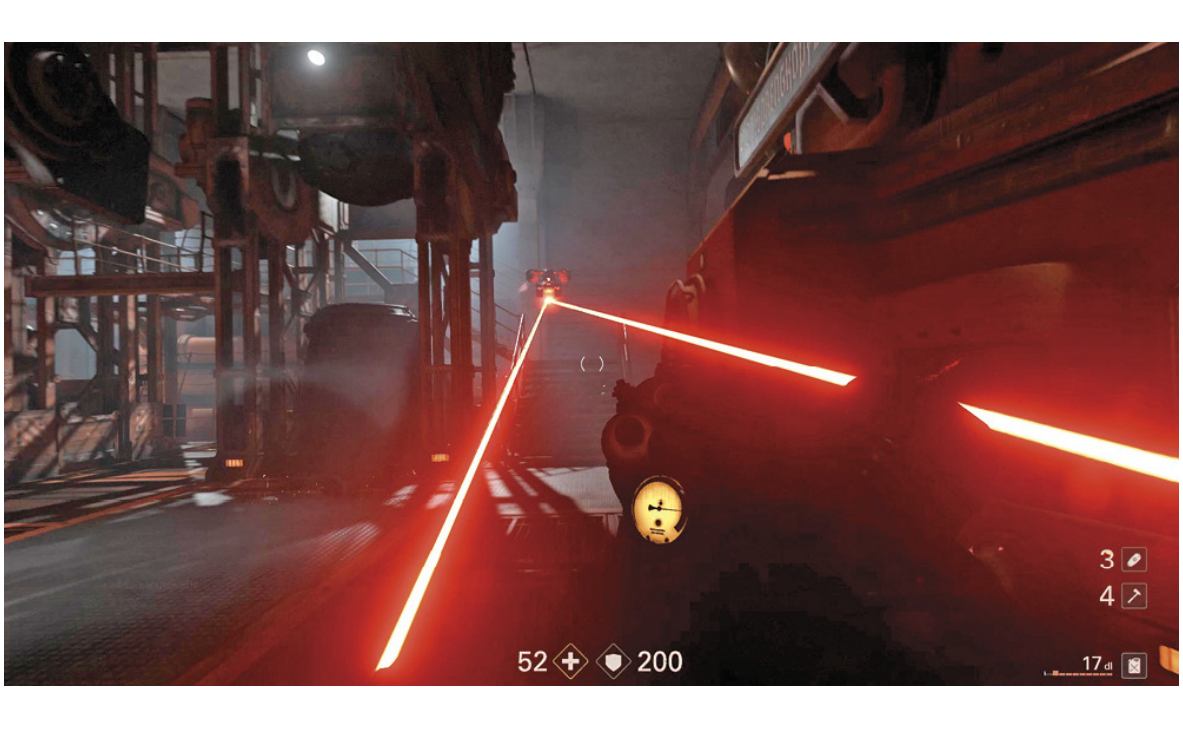


As you traverse this area, two SuperSoldaten activate. Take cover and use the Lasergewehr or your heavy weapon to take them out one at a time.

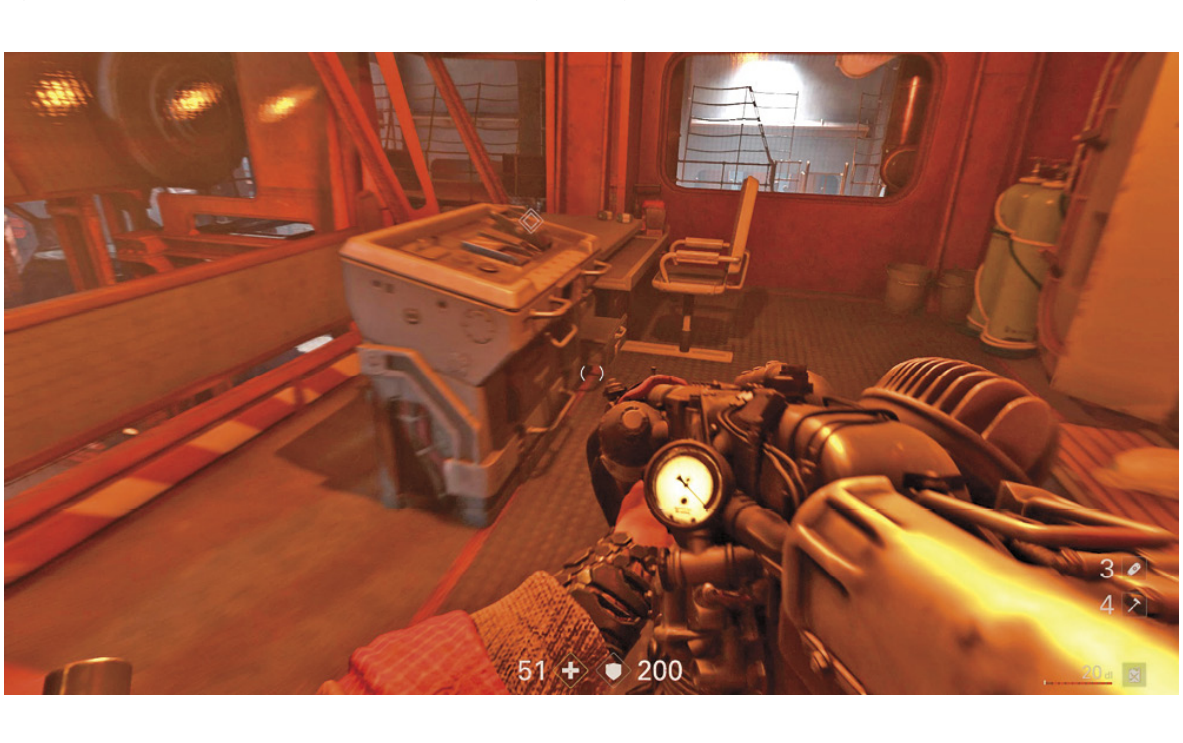


Your next goal is another control room. Move into the flooded part of the room and crouch to get into a crawl space that leads to your destination. Pull the switch on the control panel to open a door in the main room, then backtrack through the crawl space and enter the now-open door.

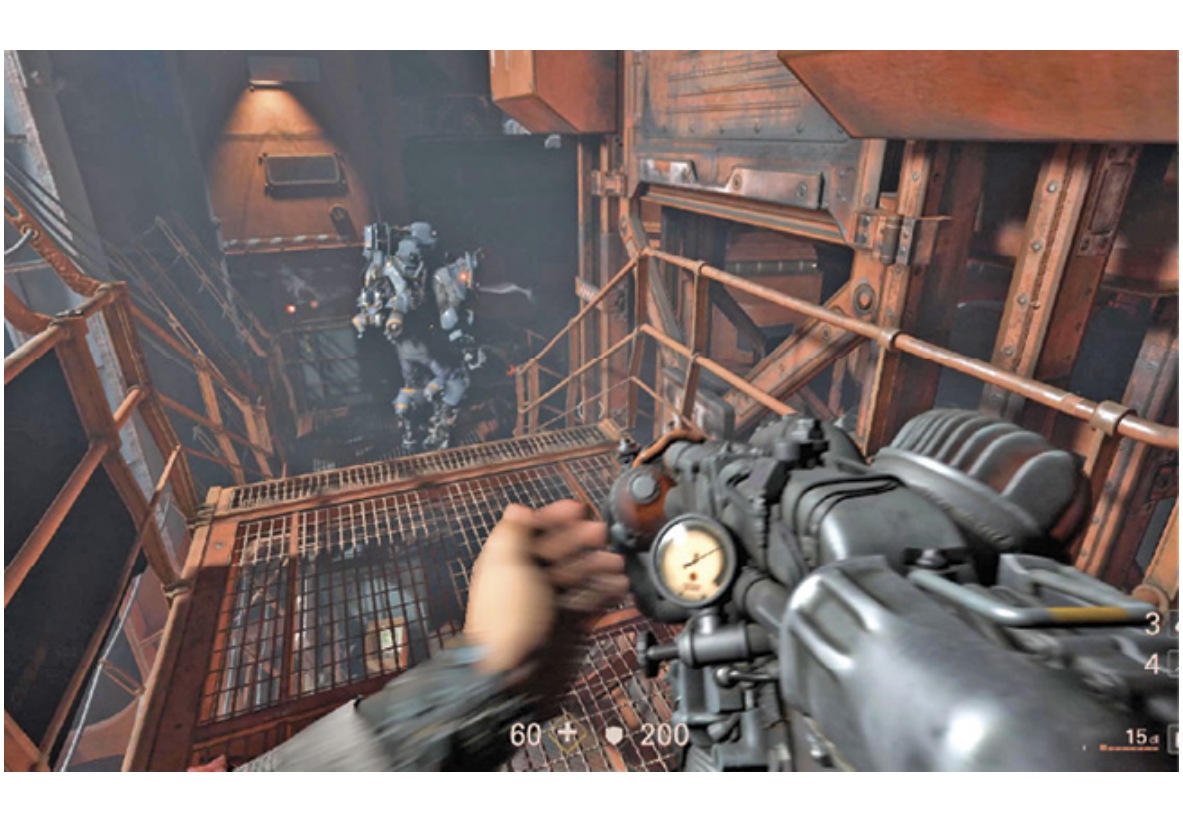




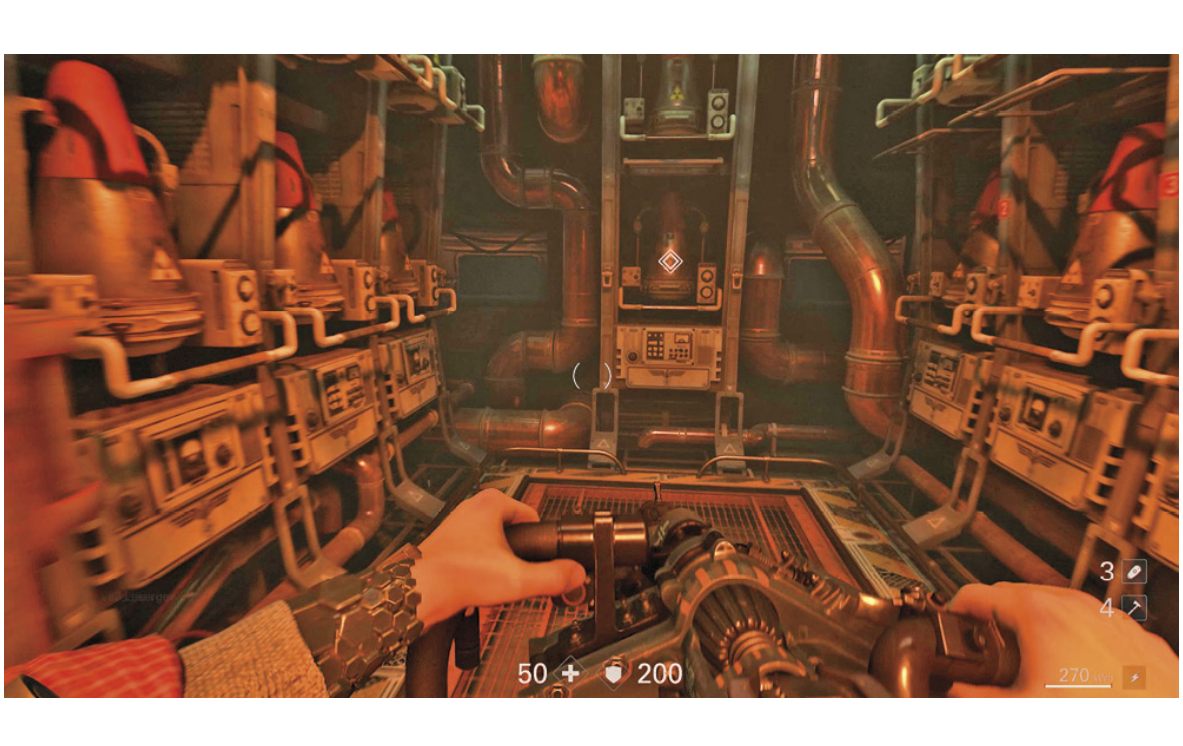
Follow the short passage to a ladder and climb it up to a catwalk overlooking another part of Level 3. At the catwalk's end, drop to the main floor. A SuperSoldat and several Drones activate. Destroy them all with your heavy weapon. Move along the catwalks if you need cover. There are also stations here for refilling your heavy weapon.



Once the area is clear of threats, head up the catwalk on the other side, which leads to the control room. Pull the switch in here to open a door down at the other end of the area.



Exit the control room. Opening the door also activated two more SuperSoldaten. By now, you should be proficient at defeating these enemies.



Finally, enter through the doorway into a room filled with nuclear warheads. Grab the warhead in the middle to complete your objective and leave this level.

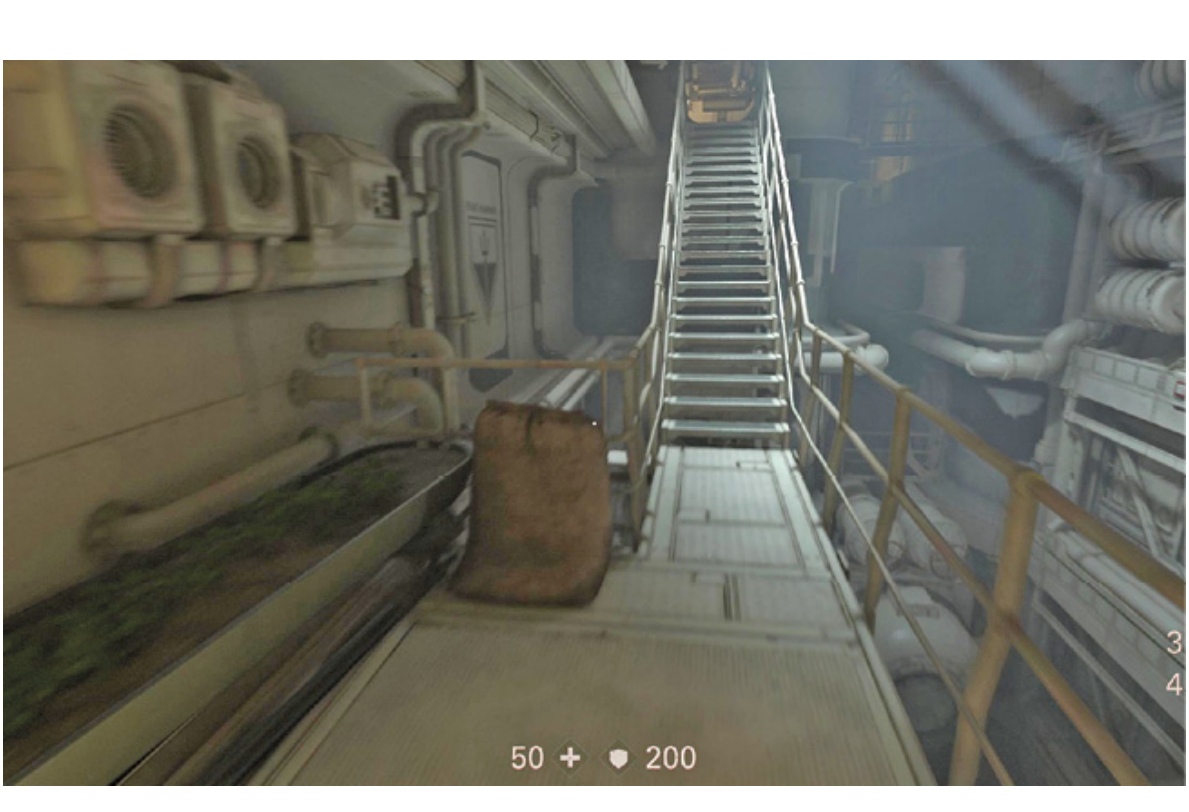
SETTLING IN

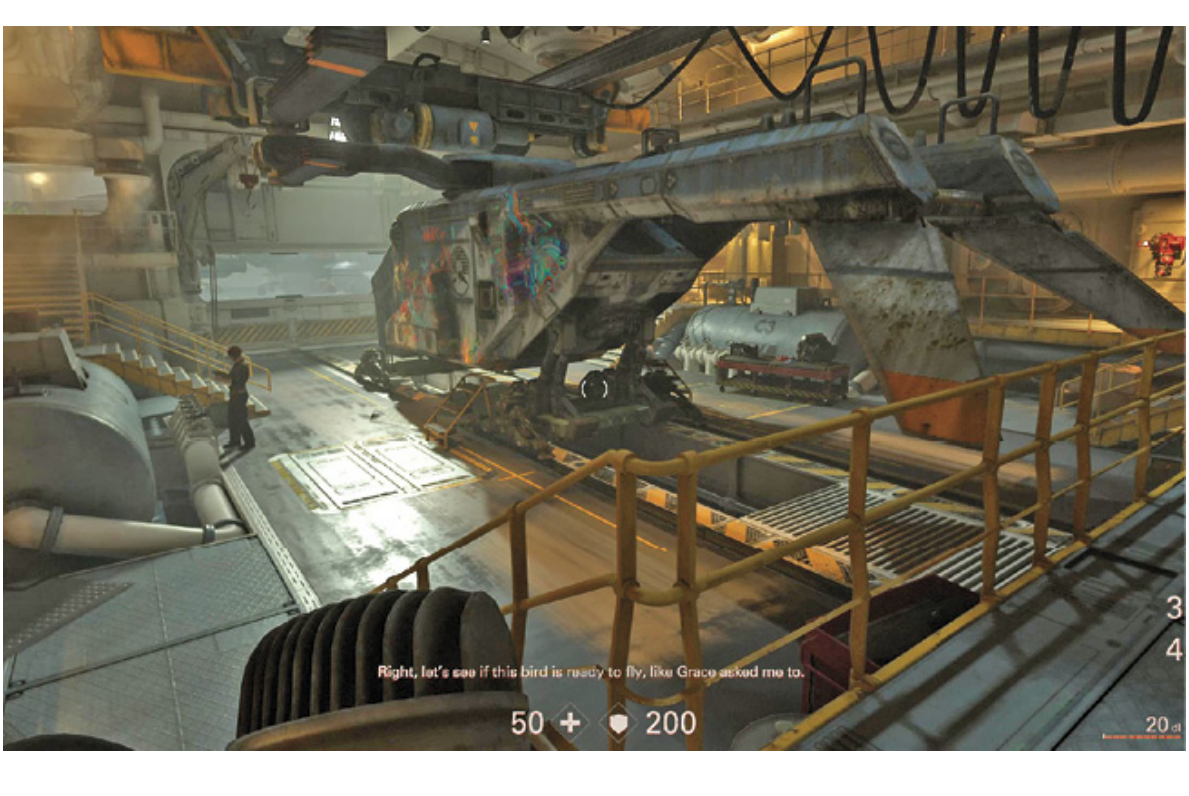
You end up back in Set's work area. He tells you to go talk to Grace. Get to the helm to see what you need to do next. Super Spesh is headed to Roswell, New Mexico to prepare for your next mission. Your next step: prepare the helicopter that will take him to the coast.

OBJECTIVE: REFUEL THE CHOPPER/RECHARGE THE CHOPPER'S BATTERY

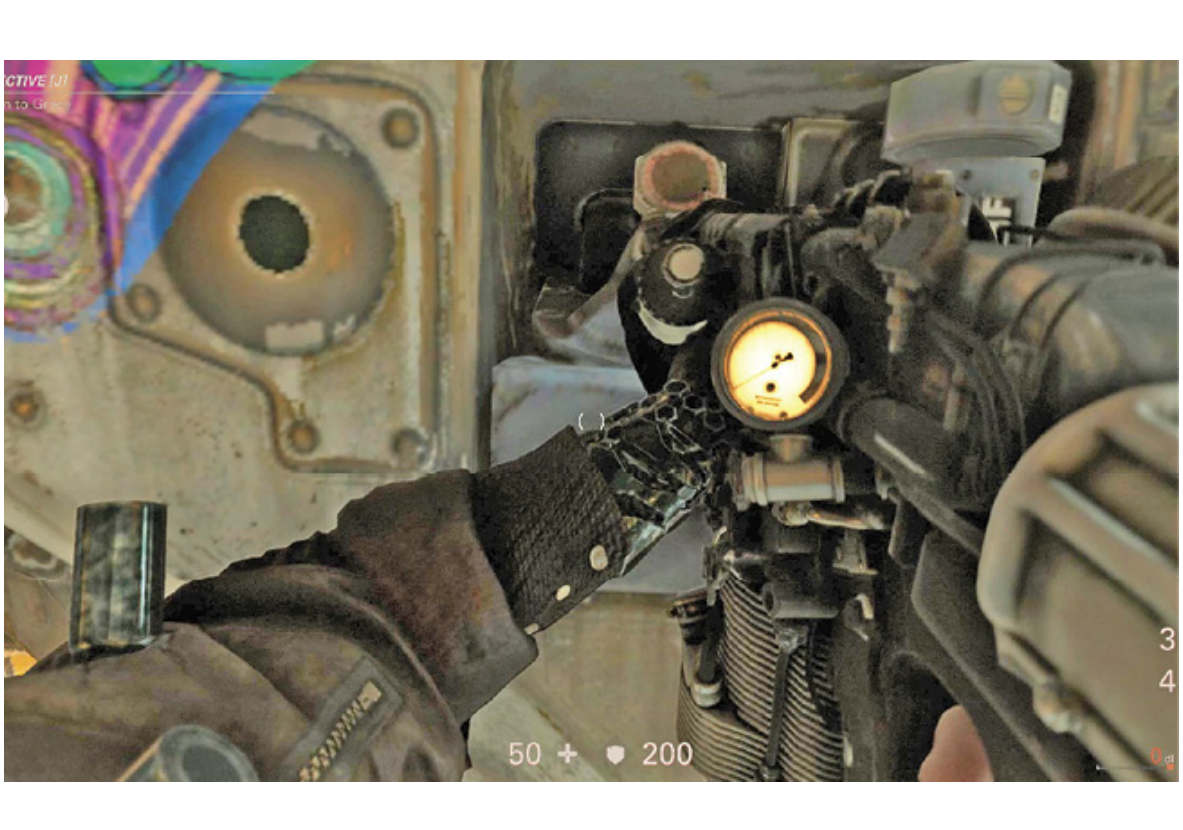
Exit the helm and go right, up two flights of stairs, then follow the passageway around to the hangar.

The chopper is in the hangar waiting for you. Your method of readying the craft depends on which path you chose at the game's beginning and, by extent, which heavy weapon you're now working with:

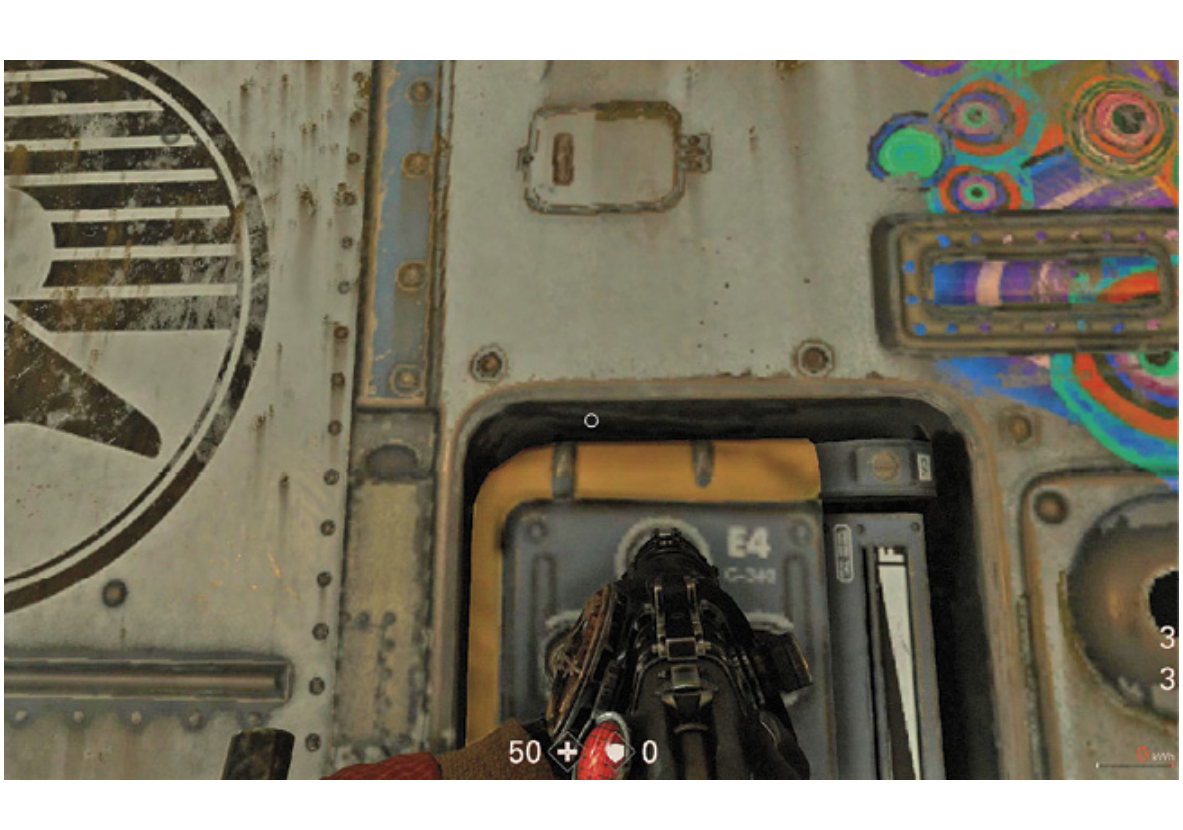



Right, let's see if this bird is ready to fly, like Grace asked me to.

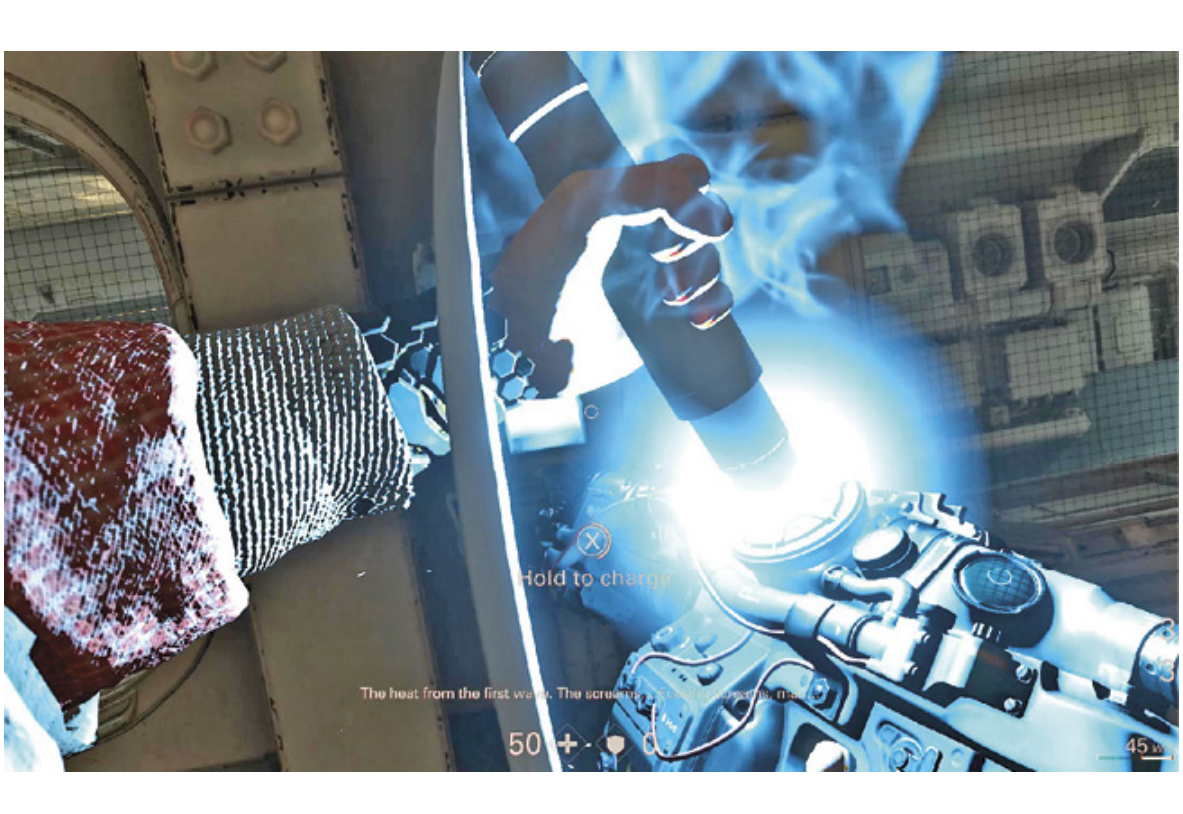
- **Dieselkraftwerk:** Refuel the chopper. The fuel tank is on the chopper's right side. To refuel, simply walk up to the tank. Refueling requires that you use all the fuel in your Dieselkraftwerk.



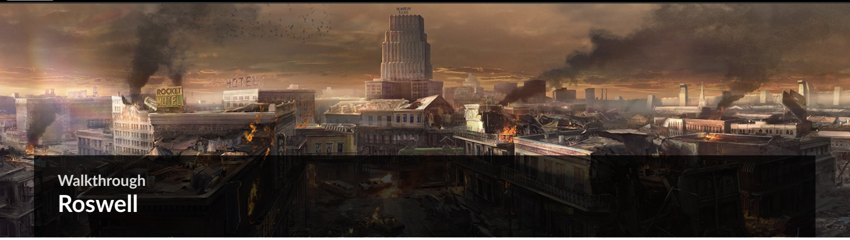
- **Laserkraftwerk:** Recharge the chopper's battery. The battery is on the chopper's left side. To recharge, simply walk up to the battery. Recharging requires that you use all the power in your Laserkraftwerk.



If you haven't upgraded your heavy weapon's ammo capacity, you don't have enough ammo to refuel/recharge the chopper in one shot. Use one of the stations in the hangar to refill your weapon, then continue preparing the chopper until the job is done.



Once the chopper is ready, head back to Grace's quarters to get the details on your next mission.



Walkthrough

Roswell

HARDWARE
PAINTS
SECURITY
HAVE YOUR PAPERS READY FOR INSPECTION
JEWELRY

ROSWELL CITY

Roswell, New Mexico
July 4, 1961
It's time to take the fight to the enemy. Nazi headquarters, Oberkommando, is located in an underground facility called Area 52 near Roswell, New Mexico. Your job is to infiltrate the base and plant a bomb—not just any bomb, but a small nuclear bomb. The only trouble is, this place isn't easy to get into. You start off in Roswell City and must meet up with Resistance members who have a way in.

➤ MAP LEGEND KEY FOR COLLECTIBLES

C	Concepts
G	Gold
M	Map

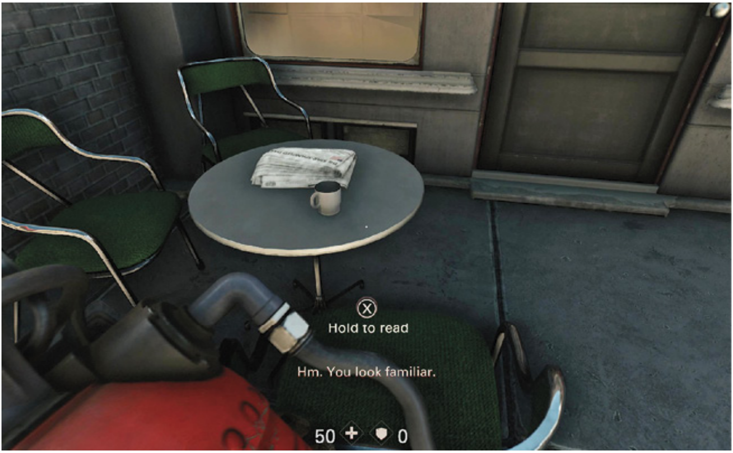
R	Readable
S	Star Card
T	Max’s Toy
U	Upgrade Kit
V	Vinyl Record

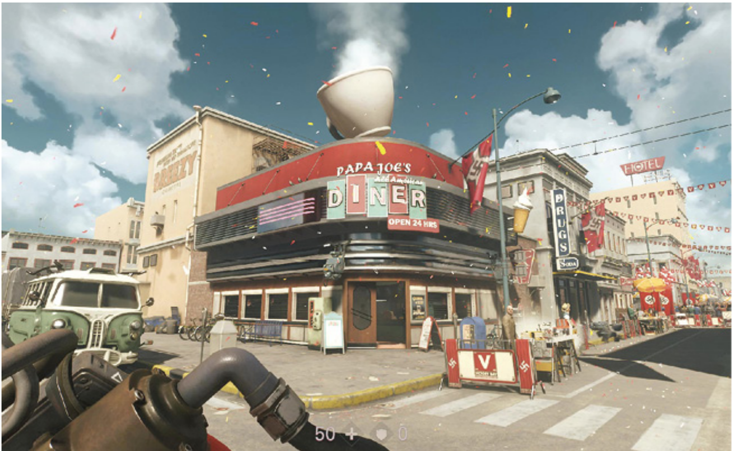
Papa Joe’s
DINER

OBJECTIVE: REACH PAPA JOE’S

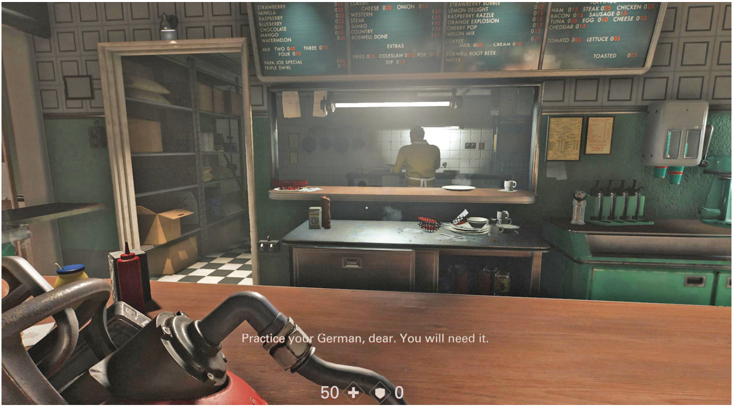
Since no one pays much attention to someone in uniform, you enter the streets of Roswell City disguised as a fireman; the bomb is hidden in a fire extinguisher. Your destination is Papa Joe's All American Diner. It's down the street to the right.

Instead of heading there directly, take some time to explore the area for Collectibles and get a feel for the environment. This is just one of the small southwestern towns the Nazis have taken over.

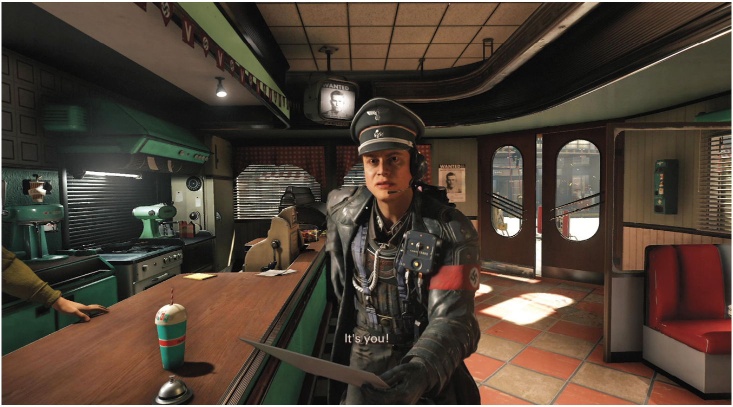




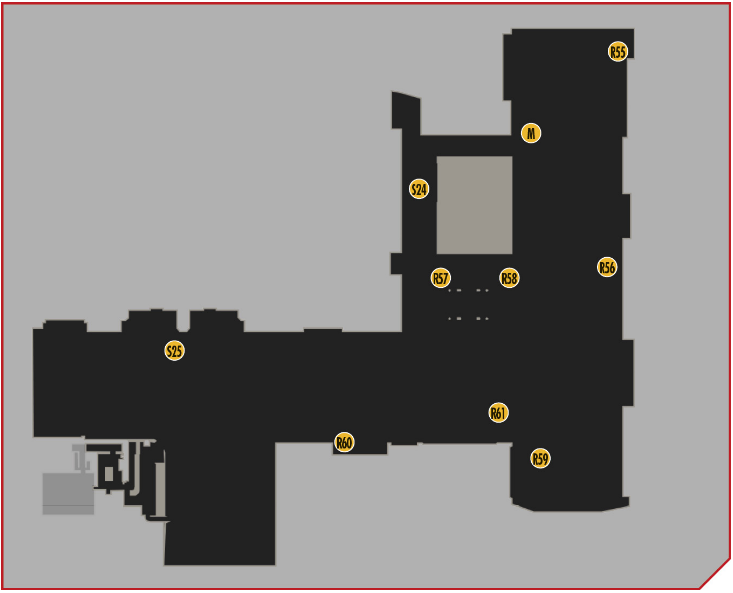
The Nazis are having a parade, so parts of the street are blocked off. Once you're done exploring, make your way to the diner, located on the corner near the alley.



Enter through the open doorway. Ring the bell at the counter, then have a seat while Super Spesh takes care of some customers.



While you're waiting, a Nazi Kommandant walks in and orders a milkshake. After asking you several questions, he recognizes you. Before he can draw his gun, Super Spesh neutralizes him. Quickly get to the door and shut it before any other Nazis enter, then follow Super Spesh into the back.

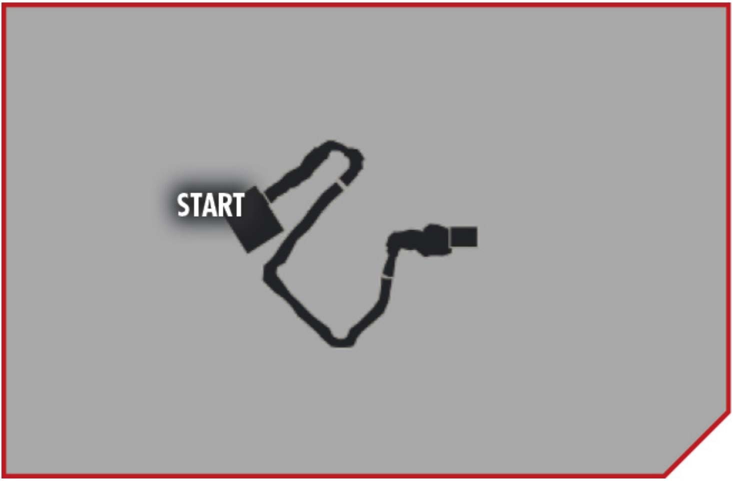


➤ *Roswell* City

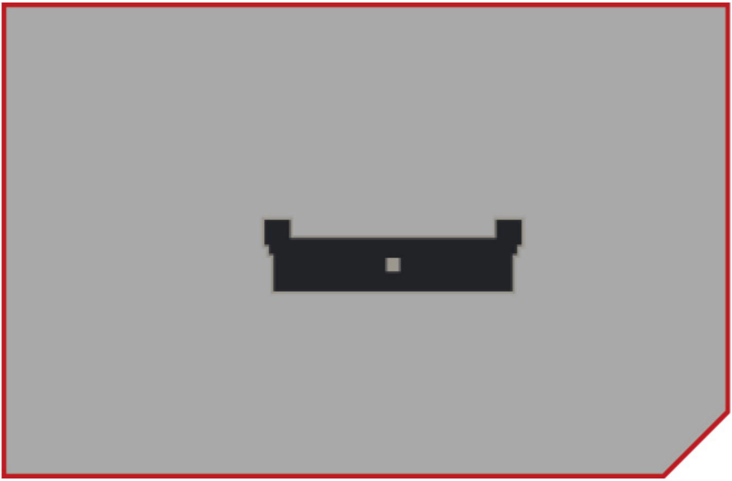
UNDERGROUND TRAIN STATION

The quickest way to Area 52 and Oberkommando involves stealing a cargo train. Super Spesh reveals a tunnel that leads from the diner all the way to an underground train station. Follow the tunnel to the end. There are no enemies along the way.

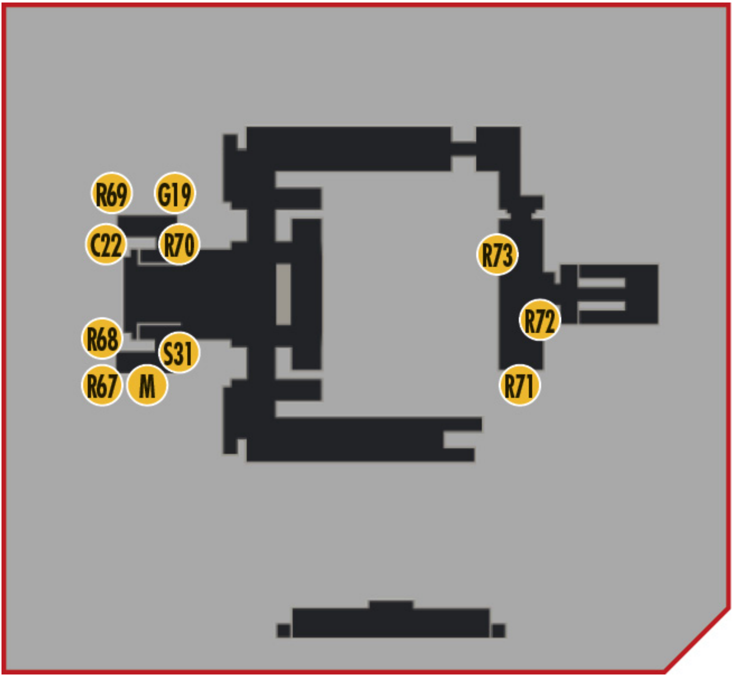
OBJECTIVE: STEAL THE CARGO TRAIN



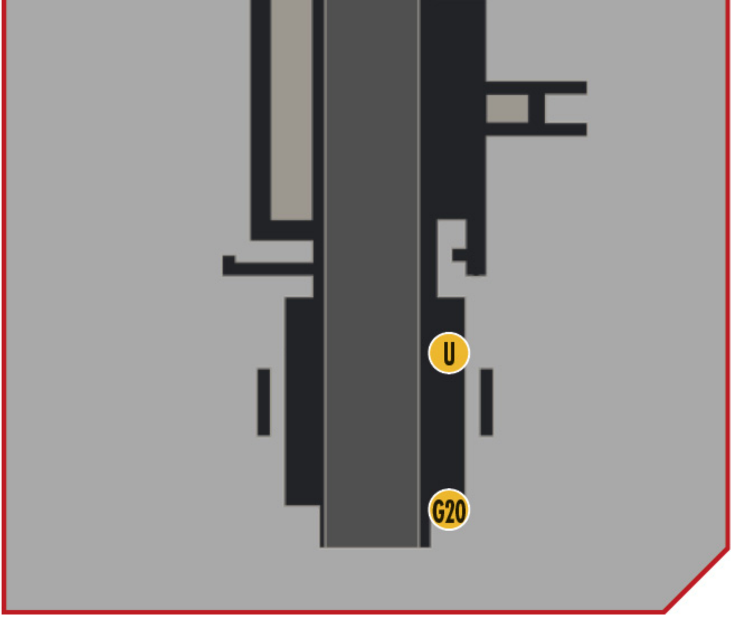
➤ *Train Station, Ground Floor*



➤ *Train Station, Basement Level 1*

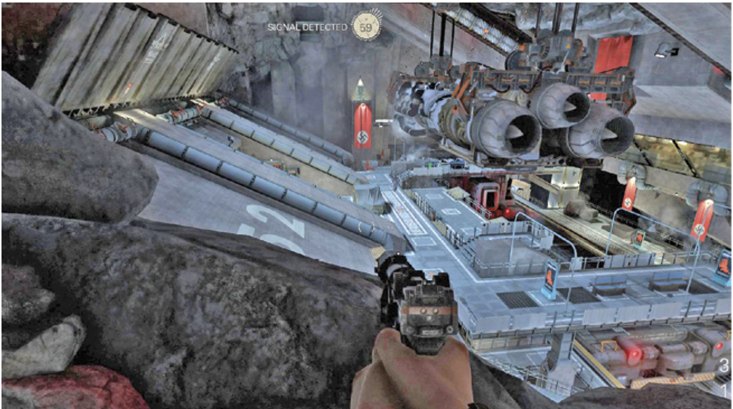


➤*Train Station, Basement Level 2*



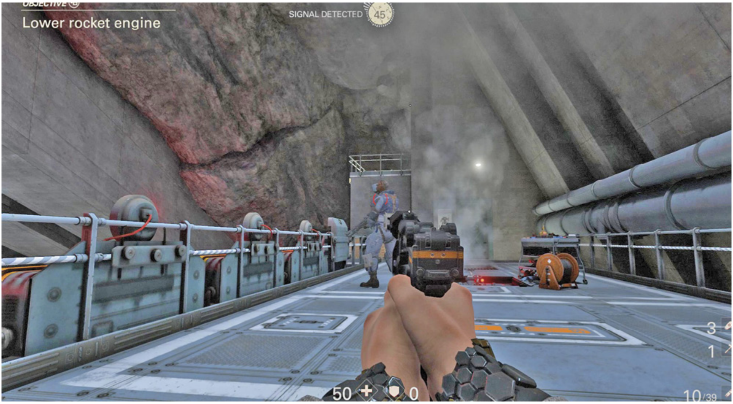
➤ *Train Station, Basement Level 3*

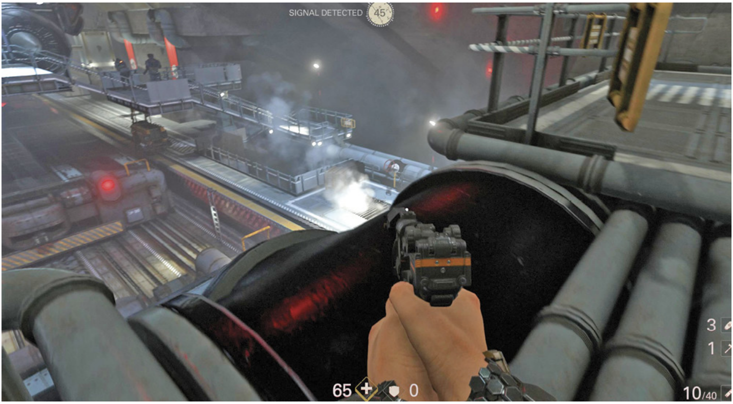
OBJECTIVE: LOWER THE ROCKET ENGINE



When you reach the end of the tunnel, you see a train below. A rocket engine has been deployed and is suspended above the train. Before you steal the train, you must lower the rocket engine onto it. The controls, along with a Kommandant, are in a room on the right side of the area overlooking the train. Use the Pistole for this part of the mission, especially if you have the Silencer equipped.

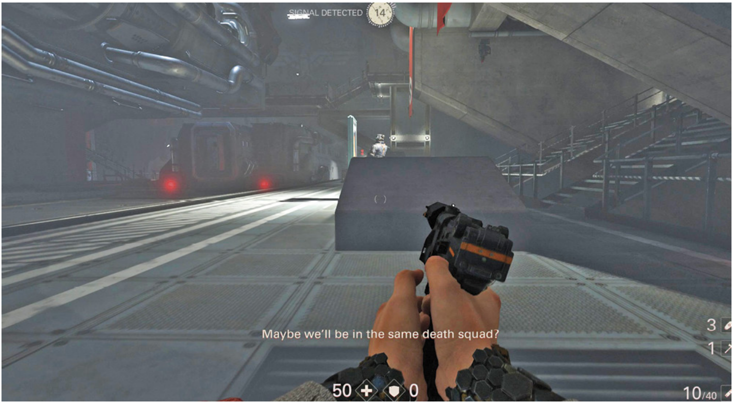
Move right and jump down to a walkway below. A single Sniper patrols this area. His back is to you, so approach quietly and either throw a hatchet or get in close for a stealth takedown. The key is to keep the kill quiet so the alarm doesn't sound to summon reinforcements.





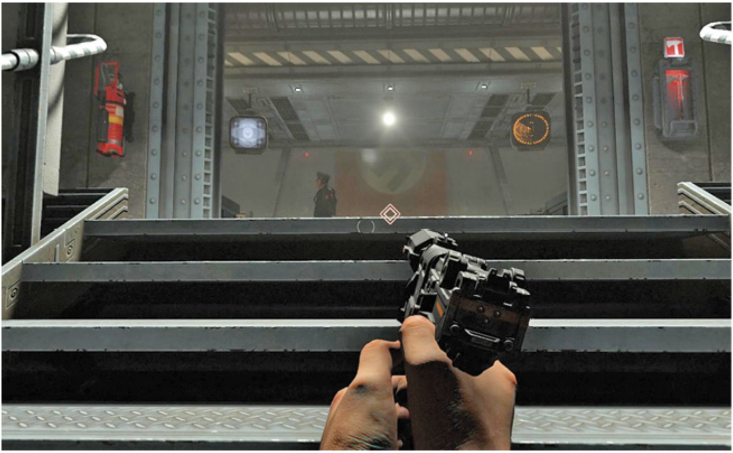
While it's possible to fight your way to the control room, it's not too difficult to eliminate the Kommandant before he's alerted. Drop through the opening in the walkway's floor to reach a lower walkway. From there, drop to the main floor of the station.

There are some Snipers up on the walkway ahead of you, but as long as you stay low and quiet, they don't notice you.



Maybe we'll be in the same death squad?

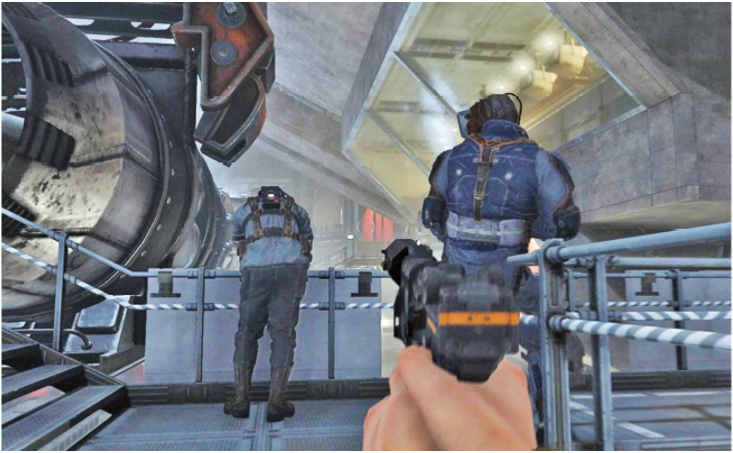
Head along the right side of the station, staying out of sight as much as possible. There's a Soldier near the stairs leading up to the control room, but leave him alone for now. You don't want to risk other Soldiers seeing you make a kill, even a silent one.



Advance up the stairs until you can see the Kommandant's head. A single shot with the silenced Pistole takes him out. That prevents the alarm from sounding. However, there's also a Kampfhund in the control room. Quickly get up the stairs to eliminate it with a few shots from the Pistole. Search the control room for Collectibles, ammo, armor, and first-aid kits.

Don't activate the controls yet—when you do, several heavy reinforcements arrive. First, to lower the number of enemies you have to deal with later, explore the station and eliminate the Soldiers in the area. Keep an eye out for Collectibles while you're at it. Stay as quiet as possible for as long as you can. Start with the Soldier at the bottom of the stairs, then take out the two

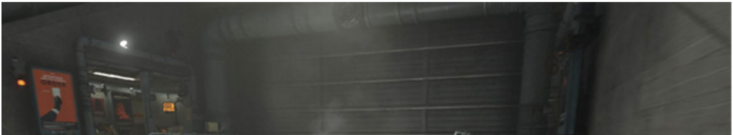
Snipers on the walkway you bypassed on the way to the control room.



SNIPERS

You run into Snipers for the first time at the train station. These guys wear electronic goggles and carry Sturmgewehr rifles that fire armor-piercing bullets in single shots. Any shot that hits deals a good amount of damage. Be wary when throwing hatchets at them; the armor on their backs absorbs damage from the hatchet. Getting in close for a stealth takedown works better.

Cross the walkway to the left side of the train station. Take out more Soldiers here, then search the two rooms along the left side. You can grab some Collectibles and other goodies, plus a map for the entire level, which comes in handy later on. Once the station is clear, head back to the control room.



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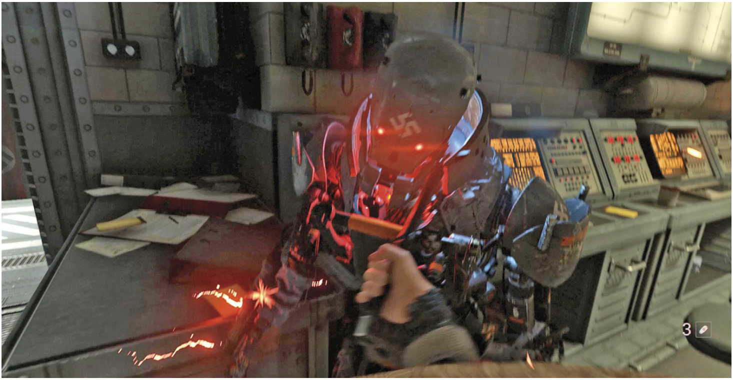
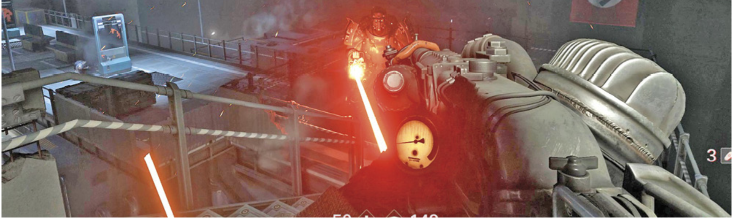
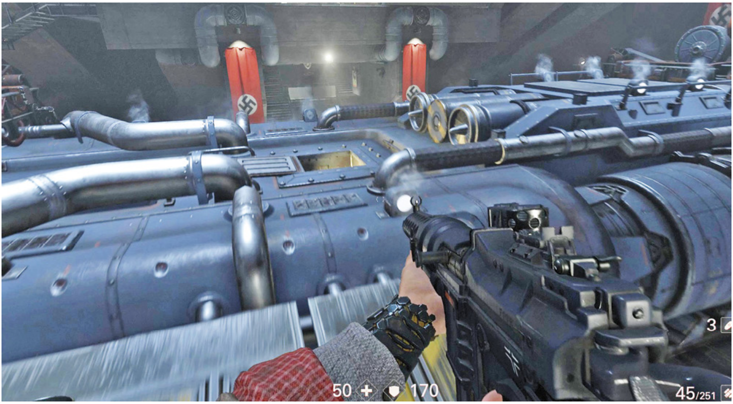
As soon as you pull the control lever to lower the rocket engine, you come under attack. Two ÜberSoldaten ride down on the rocket and jump through the window. These robotic Soldiers move quickly and fire lasers from their wrists. Use the Sturmgewehr on them, or get in close and use a hatchet before they can retreat.



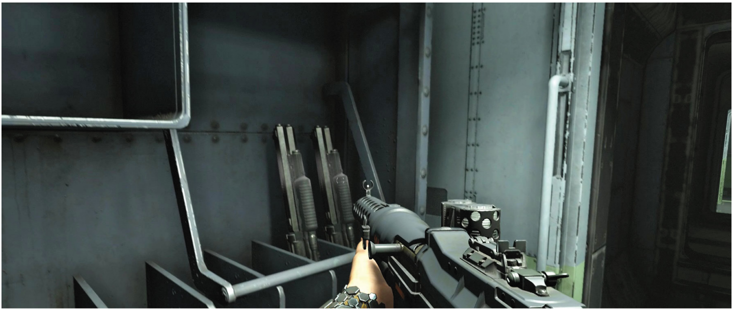
OBJECTIVE: POWER UP THE ROCKET ENGINE



More enemies are headed your way. Neutralize any Soldiers who make it to the control room, then get ready to take on a SuperSoldat armed with Lasergewehr. Use your Dieselkraftwerk/Laserkraftwerk on this powerful enemy.



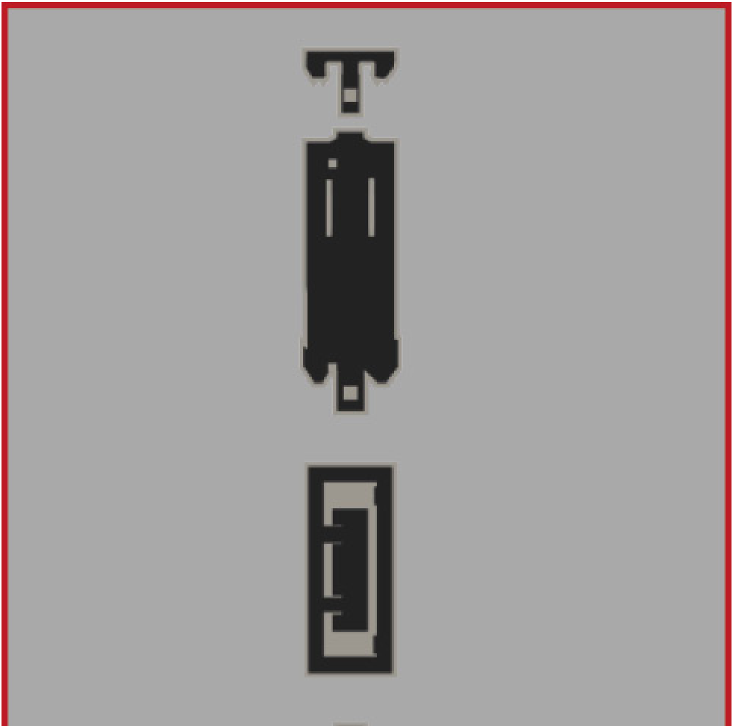
Make your way back to the left side of the station, fighting off any remaining enemies as you go. Jump from the yellow-marked ramps to the top of the train and drop inside. At the controls, power up the rocket engine to get the train moving toward your objective.

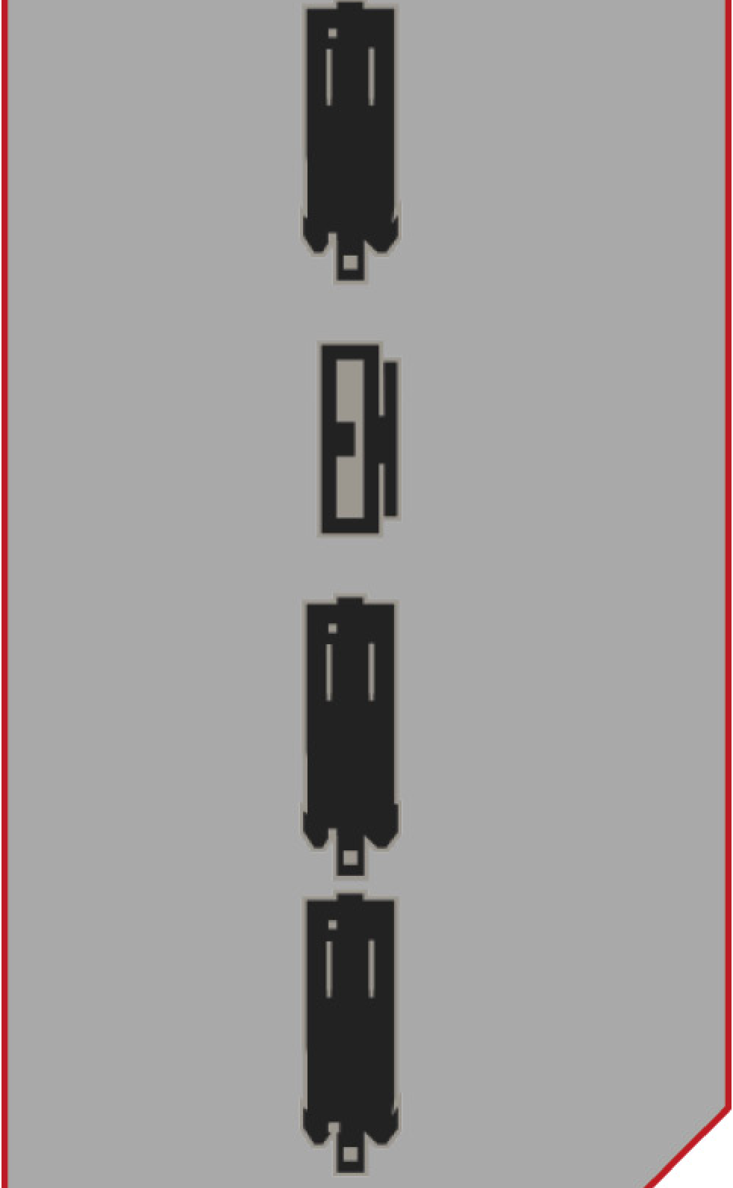


ROCKET TRAIN

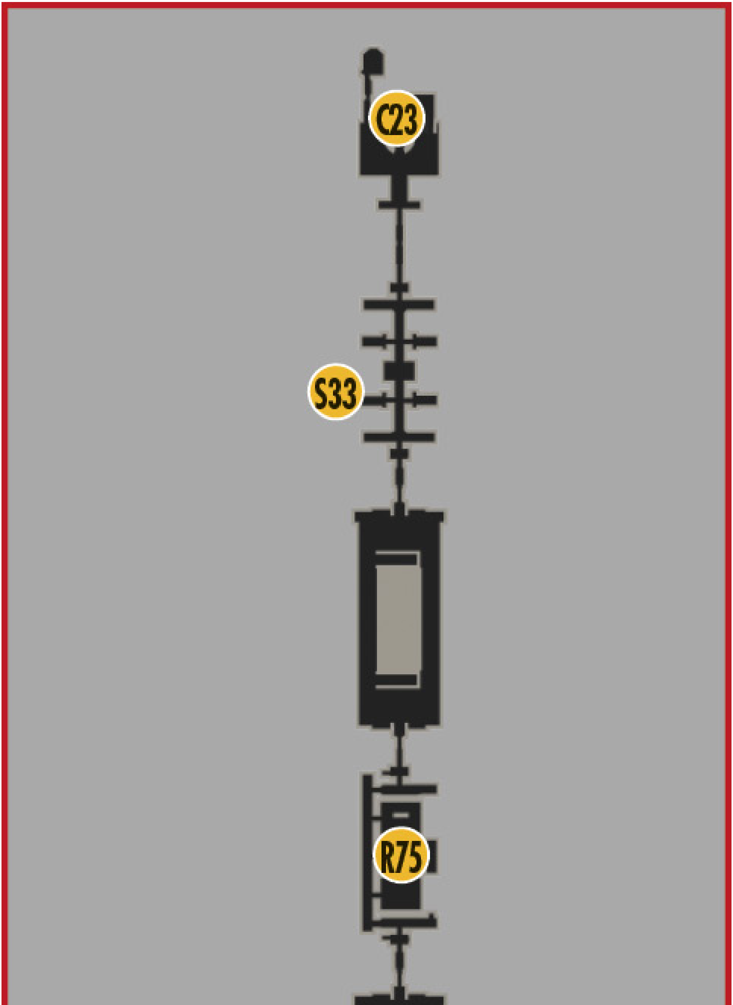
With the train now moving, you need to reach the controls at the front. Get going in that direction. Along the way, pick up a Schockhammer automatic shotgun at the weapon racks and as much ammo as you can find. The Schockhammer is great for the close confines of the train cars—evidenced by the fact that the heavily armored Elite Soldiers you face are armed with this same weapon.

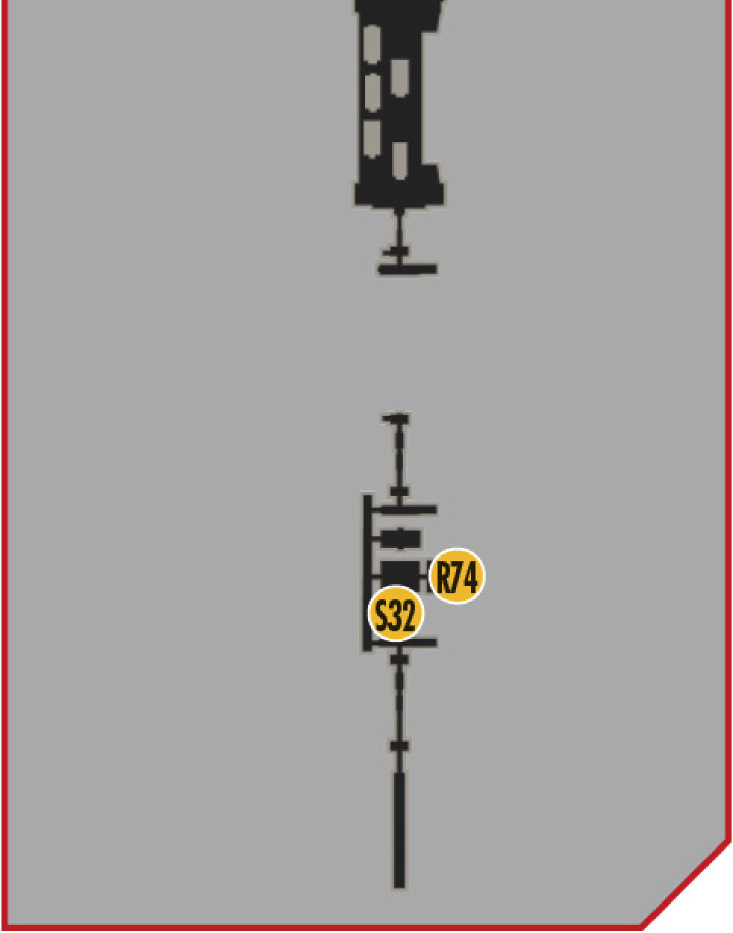
OBJECTIVE: HIJACK THE CARGO TRAIN





➤ *Upper Level*

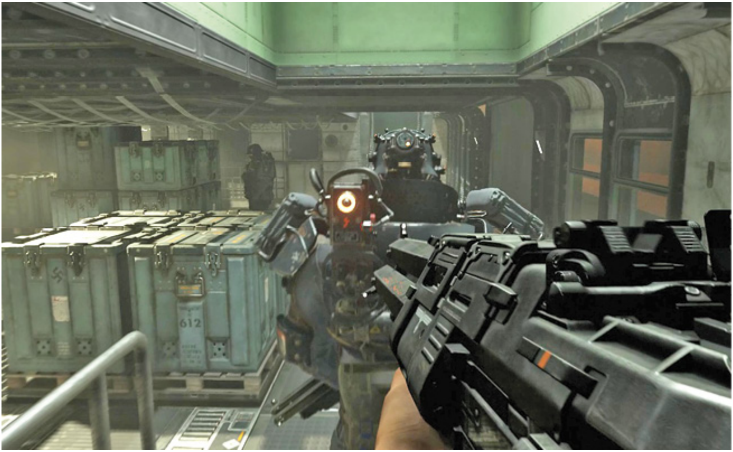




➤ *Main Level*

➤ *Lower Level*

As you make your way to the first car, you have the option of going left and down to the cargo area or up to the passenger area. Most of the enemies are usually down below, so head down and use stealth takedowns on as many as possible. Then, once they're aware of you, open up with the Schockhammer—don't try your hatchet on these heavily armored foes. The fighting in the cargo area usually brings down more enemies. Take cover behind containers and clear them out.



Head up to the passenger area and search the compartments for Collectibles and any remaining enemies, then continue to the end of the car and climb the ladder to the top of the train.

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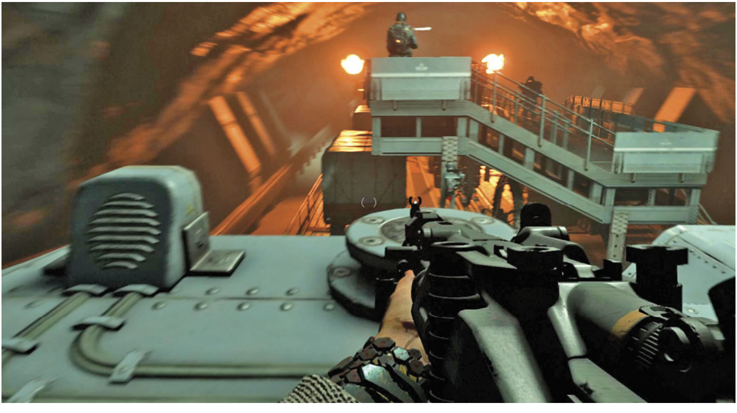
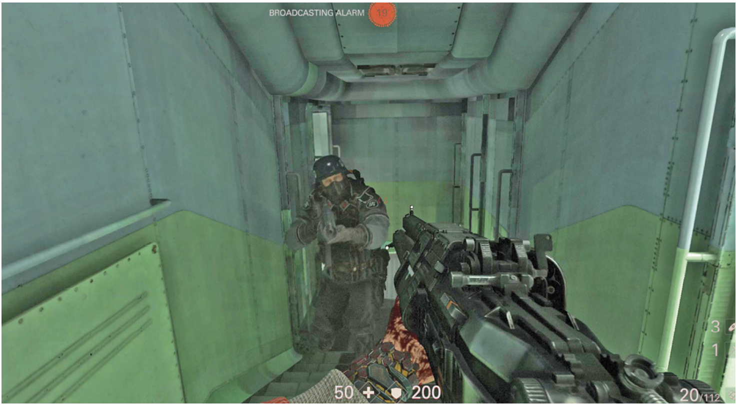
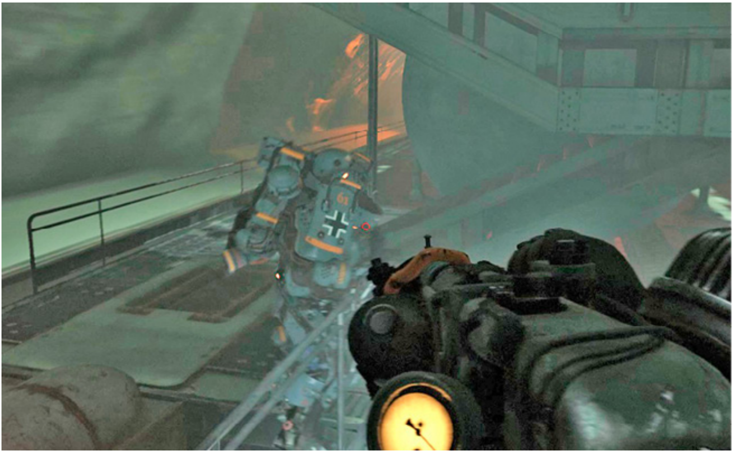
Cross the top of the car toward the next one, which is open and contains a walkway. There's a Soldier on the walkway, an ÜberSoldat down below, and an Elite Soldier patrolling. Take out the Soldier with a silenced Pistole shot to the head, then open up on the ÜberSoldat before it can move—the Sturmgewehr works best. Clear out what you can before dropping to the open car. Most likely the alarm has sounded, so be ready for reinforcements to head your way. As long as you're on the open car, watch for small rail vehicles that drive alongside the train and shoot at you with their machine guns. If you kill the drivers, they fall back.



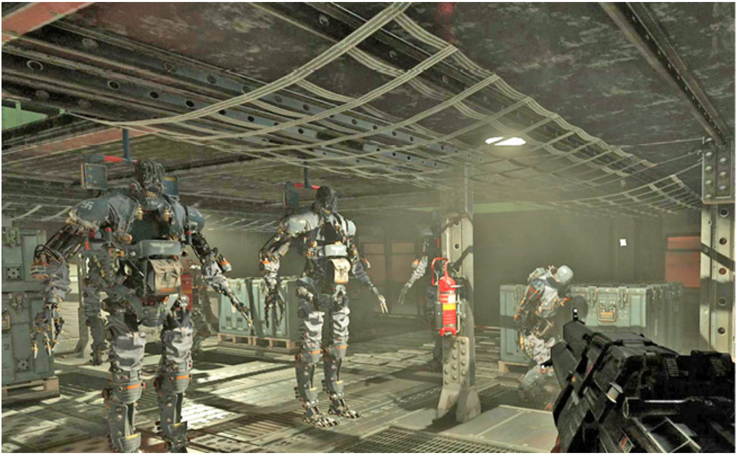


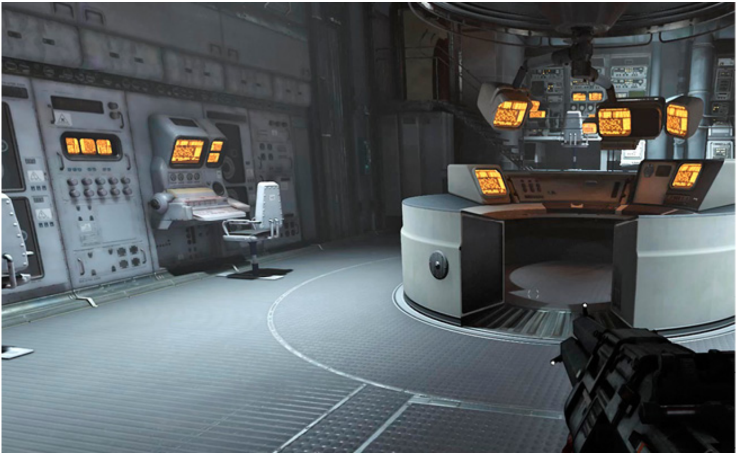
Advance into the next car. Since the alarm is sounding, head up and left to the passenger area. Take cover in one of the compartments and blast anyone who enters with the Schockhammer. A Kommandant is also in this area, so eliminate him and grab his Enigma Code. Search the compartments for Collectibles.

A Lasergewehr SuperSoldat patrols the next car, which is open. Get a heavy weapon ready to take him out. Another small rail vehicle attacks, so aim and fire at the driver. Continue across this car to the next.

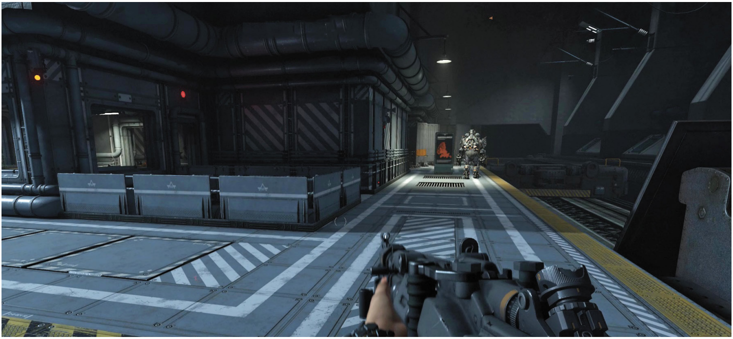


This next car is a bit different. The passenger area is directly ahead, and stairs to the left and right lead down to the cargo area. Go left to sneak up behind an ÜberSoldat, and use a hatchet to take it down silently. Destroy the second ÜberSoldat in this area the same way if you can, then work your way back up to clear out the passenger compartments. Remember to search for Collectibles.





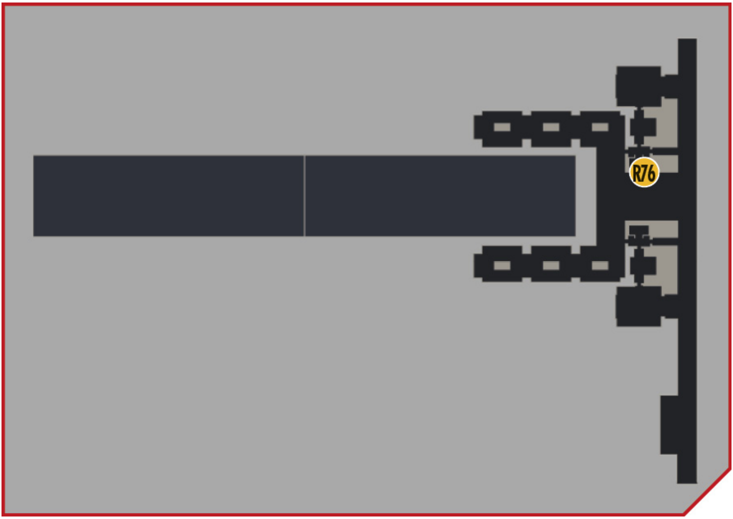
Advance to the front of the train where the controls are located. Any enemies that were here probably responded to the shooting in the previous car, but be ready to eliminate whatever foes remain. Head up the stairs to reach the cockpit. Enter the cockpit, and prepare to disembark when the train comes to a halt.



ELEVATOR

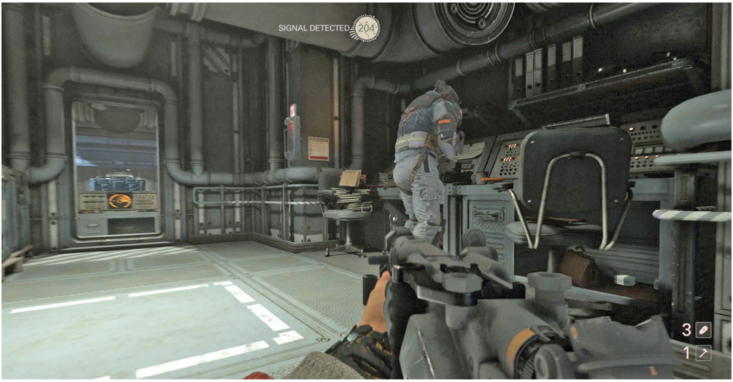
The train arrives at your destination. You're on the lowest underground level and need to get up to ground level where the Oberkommando is located. A large cargo elevator is the only way there, but you have to clear out the enemies here before you use it. A SuperSoldat armed with Lasergewehr patrols the area near the rails.

OBJECTIVE: FIND THE OBERKOMMANDO

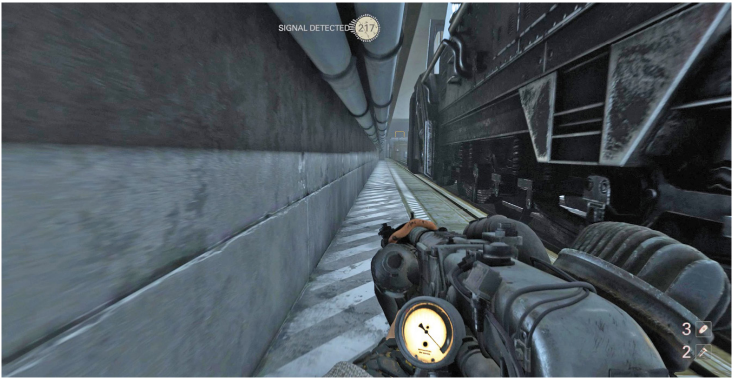


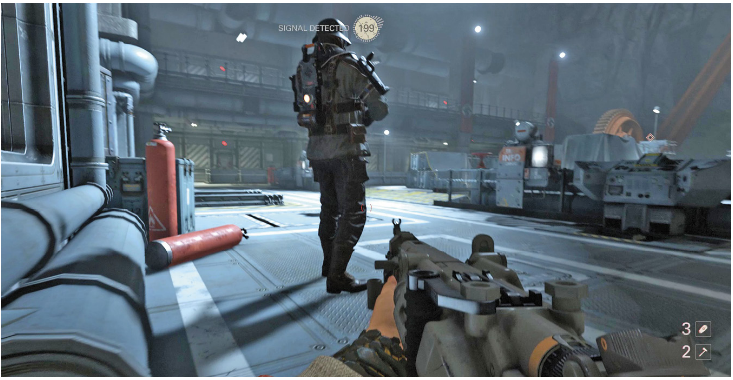
➤ *Basement Level 3*

Exit the train and head left, into the building, to hide from the SuperSoldat for now. Sneak up on the Soldier inside and use a stealth takedown. A second Soldier patrols the building, so wait for him to appear in the doorway, then take him down with a hatchet throw.

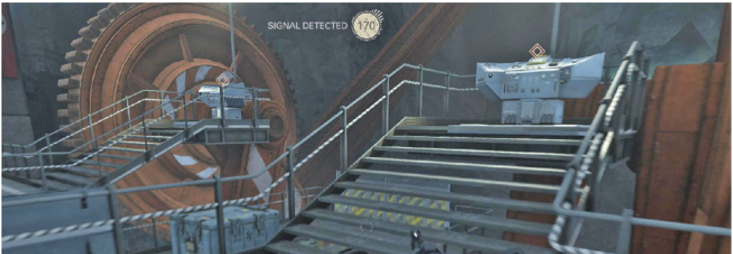


To reach the buildings on the other side and avoid the SuperSoldat, climb down a ladder at one end of the area, near the building you entered. This takes you down to the rails. Stay low and move along the rails to another ladder that takes you back up into another building.





Traverse the building, sneak up behind the last Soldier, and eliminate him. All that remains is the SuperSoldat. Attack him from behind with your heavy weapon; the area is now clear. Search the buildings for Collectibles. Smash wooden crates and look everywhere to stock up fully on ammo and armor. You're going to face a lot of enemies during your elevator ride, so you'd better go in prepared.



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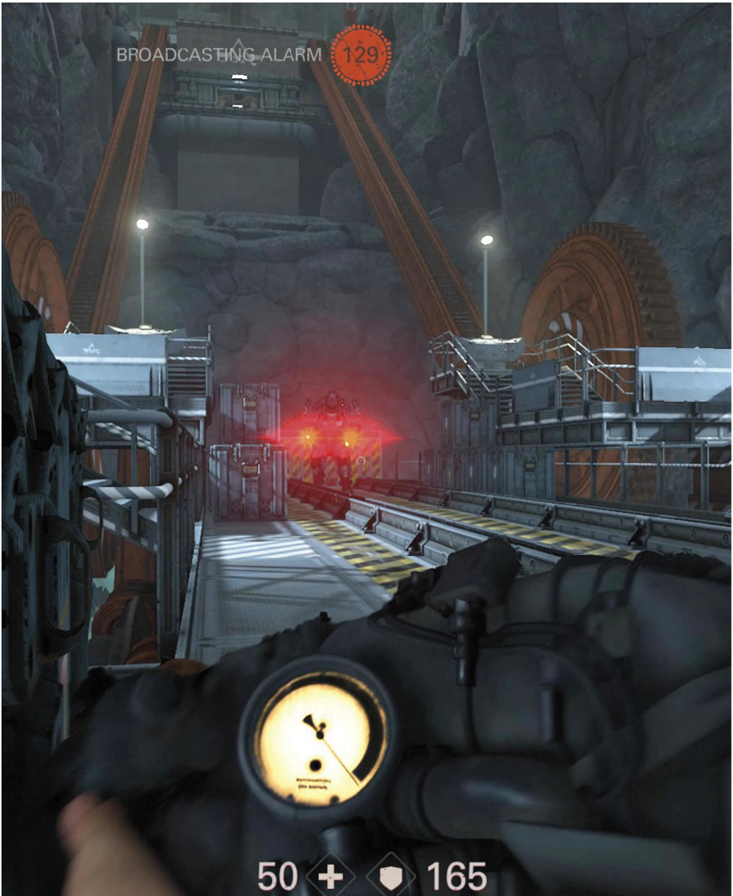
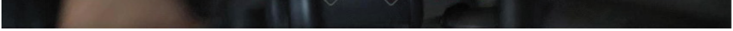
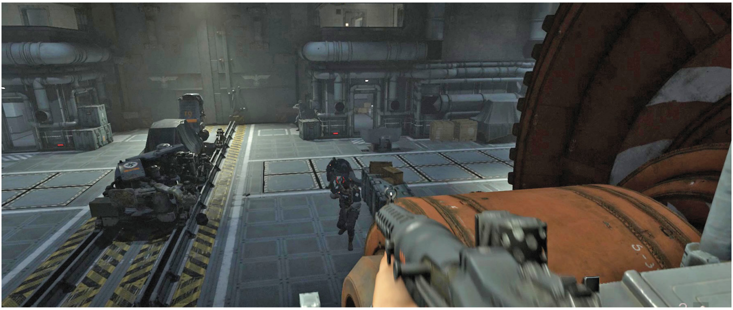
Get to the large cargo elevator. There are controls on either side; you only need to activate one of them. Once you do, the elevator rises toward the next level.





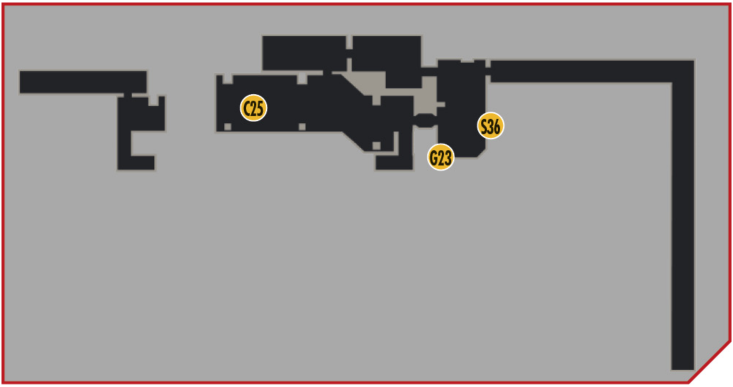
As soon as the elevator starts moving, take cover behind some of the crates. The alarm sounds, and you come under attack. A drone flies over and takes a few shots, but a bigger threat is on its way. A SuperSoldat flies down to the elevator and attacks. Take him out quickly with your heavy weapon. Another SuperSoldat, along with an ÜberSoldat, descends next. Stay behind cover and emerge to take shots with your heavy weapon. Finish them off before the elevator gets to the top.



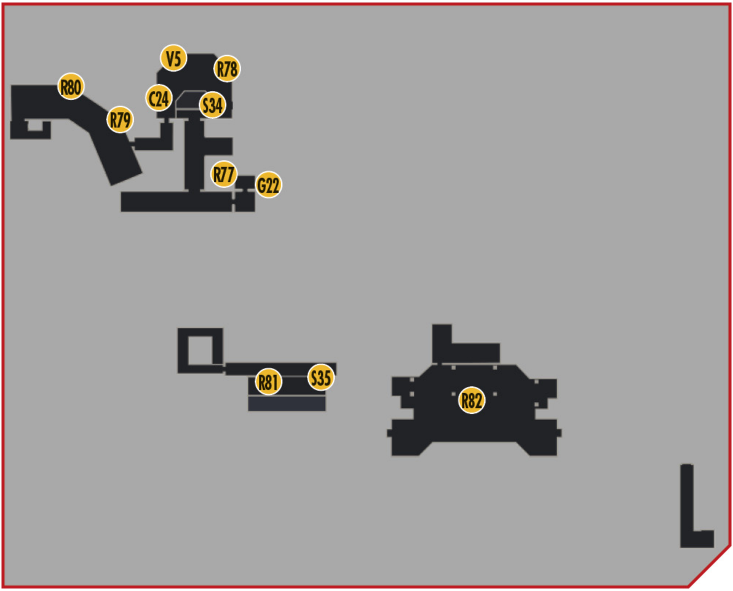
THE HANGAR

When the elevator comes to a stop at the hangar level, take cover behind one of the control panels. From here, you can engage the numerous enemies below. Grenades are effective for grouped enemies. Watch for Snipers in the distance and clear out as many Soldiers as you can near the elevator.

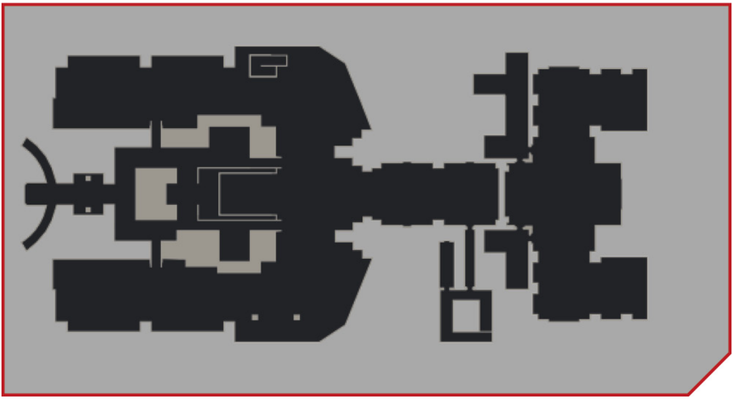
OBJECTIVE: FIND THE OBERKOMMANDO



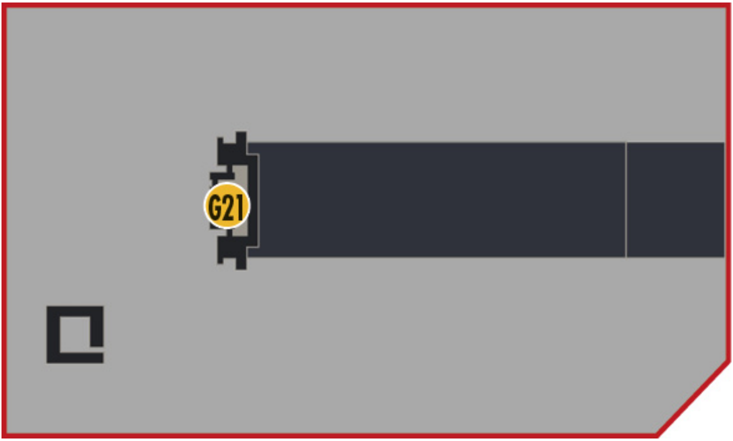
➤ *2nd Floor*



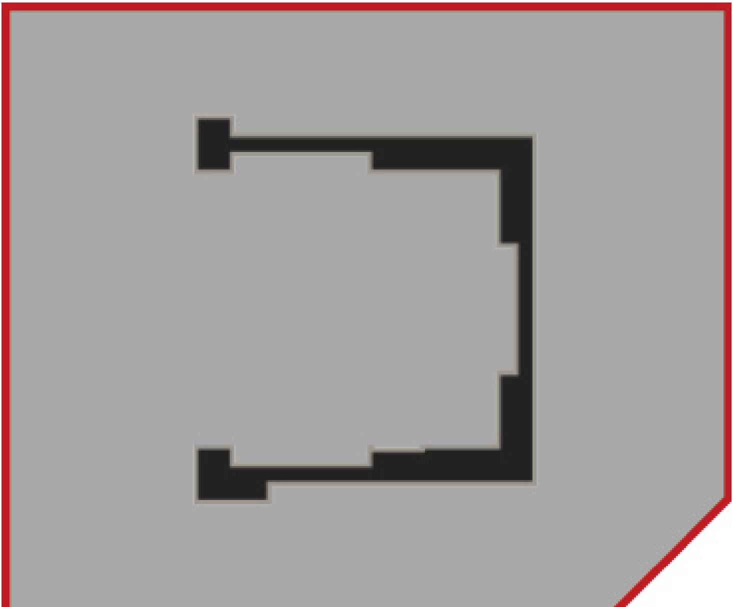
➤ *1st Floor*



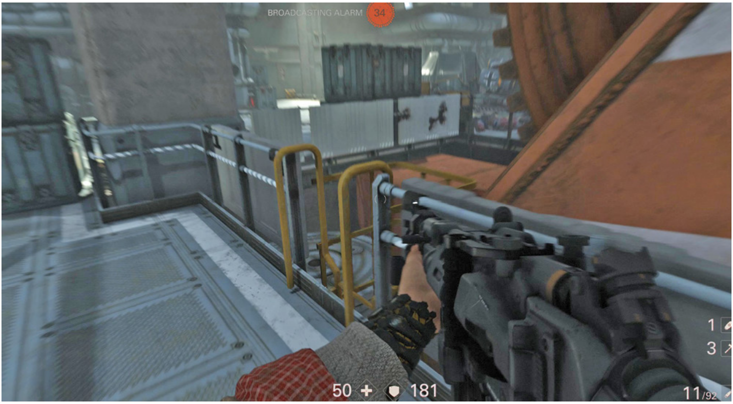
➤ *Ground Floor*



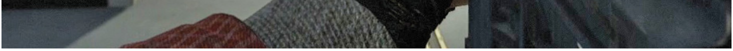
➤ *Basement Level 1*



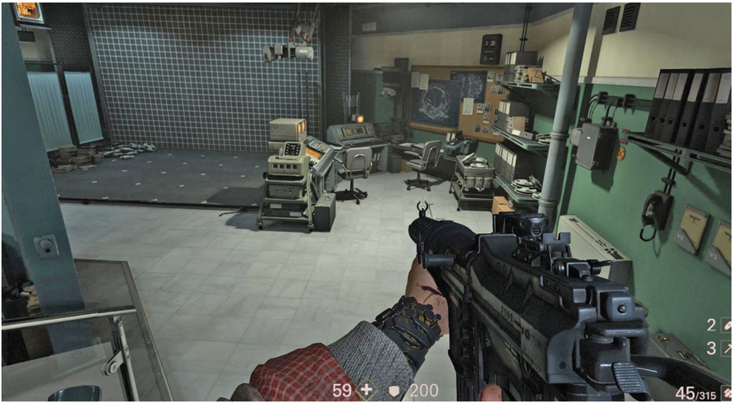
➤*Basement Level 2*



Eventually you must get off the elevator. After the nearby area is clear, rush off the elevator and run to one side of the area. Take cover behind crates. Ladders on either side lead down to Basement Level 1, where you find plenty of ammo, as well as a Collectible.

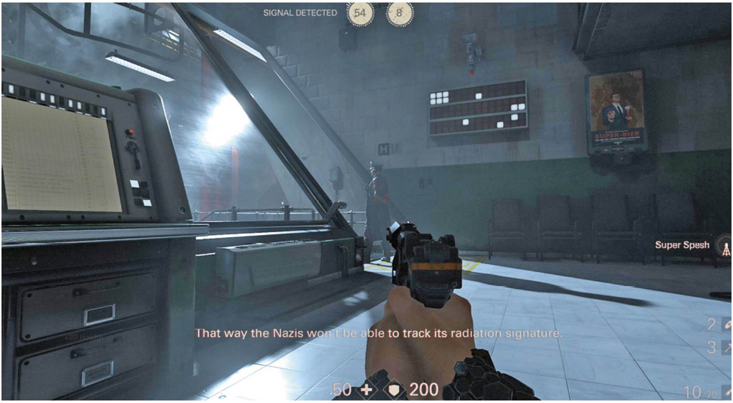


Clear out all enemies, then search the building on the left. Smash wooden crates for ammo and armor, then head upstairs in the building to the right. Along the way you encounter a Kommandant, so take him out and grab his Enigma Code. At the top of the stairs, turn left and search the rooms to the side for Collectibles and ammo.



Backtrack to the stairs and continue past them into the media room. It should be clear of enemies, so search it for Collectibles and anything else you need. Exit via the opposite door and enter the control room overlooking the hangar. A nuclear reactor is located here.

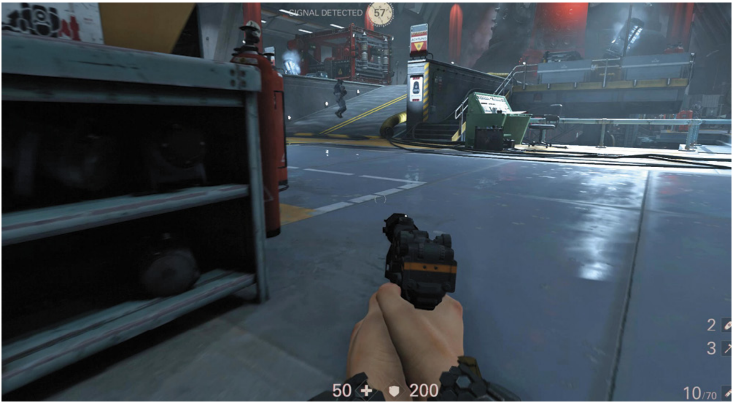
OBJECTIVE: PLANT THE WARHEAD



That way the Nazis won't be able to track its radiation signature.

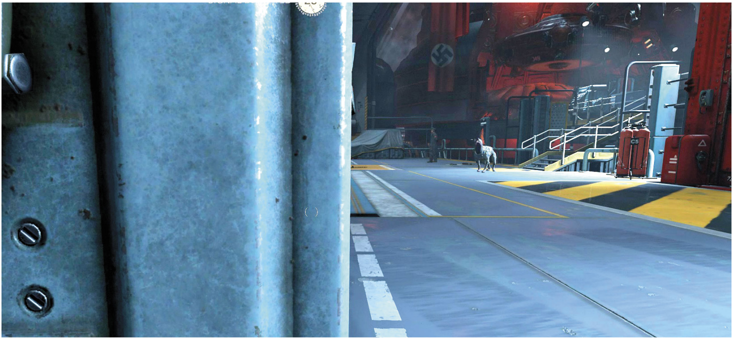
One of two Kommandants is in the control room. He's alone, so sneak up and eliminate him. Search the control room for

Collectibles. Super Spesh tells you to plant your nuclear warhead inside the reactor. This shields the warhead's radioactive signature so the Nazis can't find it. It also means you have to clear out the hangar to access the reactor.

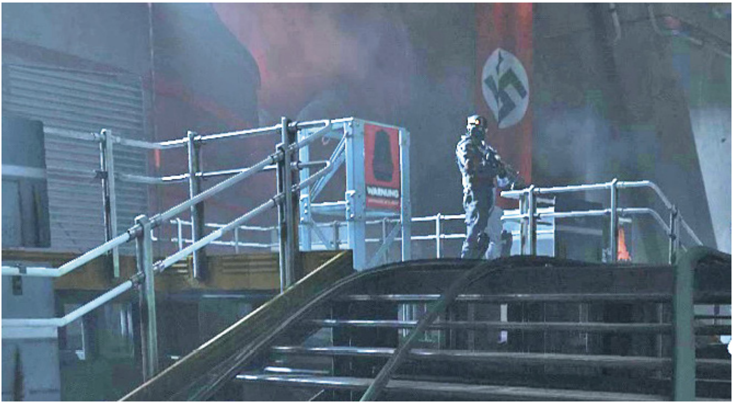


To avoid fighting more enemies than are already in the hangar, make the second Kommandant your next target. He's on the hangar's ground floor on the opposite side. Head downstairs and turn left, away from the reactor controls. Stay near the walls. A Sniper patrols the area near the ramp. Either wait until he turns away and walks toward the ramp, then sneak past him; or use a stealth takedown to avoid dealing with him later.

Continue to the far side and locate a deactivated ÜberSoldat. Use a takedown from behind so it never activates.



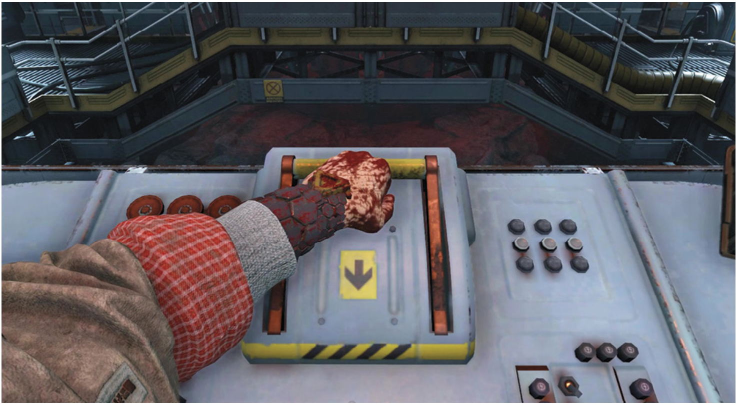
The Kommandant is nearby, and he has a Kampfhund with him. Peek around the corner to lure the Kampfhund toward you. It runs fast, so back away to kill it with either the silenced Pistole or a hatchet without being seen. Then wait until the Kommandant moves away from you, and kill him with a thrown hatchet or a Pistole shot to the head.

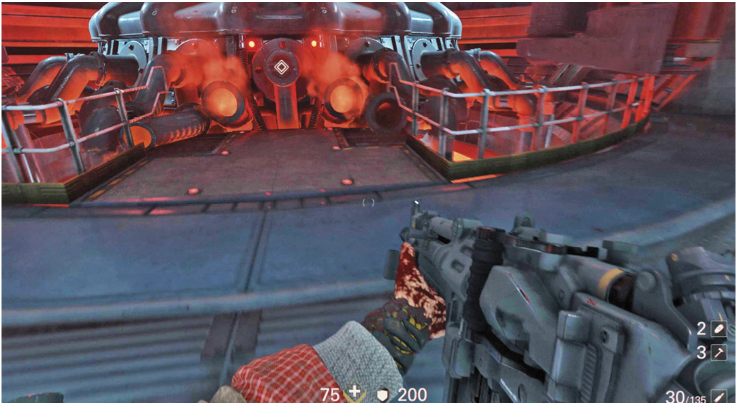


Only two Soldiers remain, if you killed the one by the ramp, plus an ÜberSoldat. One of the Soldiers, a Sniper, is by the reactor. Kill him and then deal with the other two. Since the Kommandants are dead, you don't have to worry about reinforcements.

KILLING FROM STEALTH

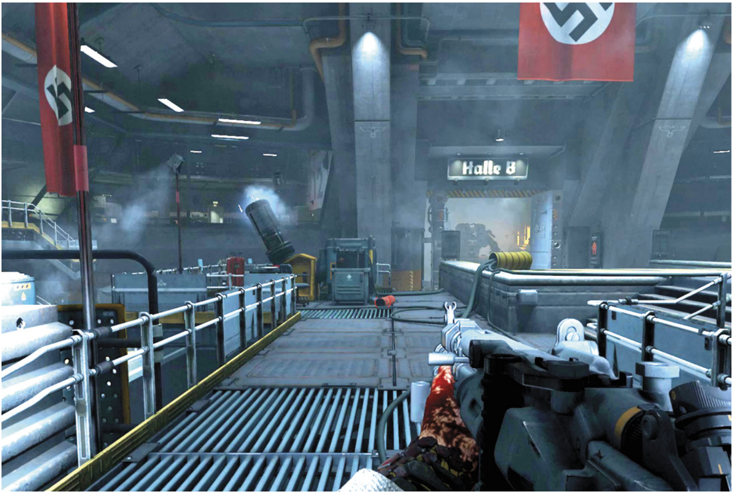
Try this tactic to clear out the entire hangar without being attacked. After killing the Kommandant, backtrack toward the ramp and climb the stairs to the right. Take cover behind some machinery and position yourself to get a headshot on the Soldier patrolling this area without being seen by the Sniper near the reactor. Use the silenced Pistole. Afterward, head back around to where you killed the Kommandant. Move so you see just the Sniper's head and kill him with a headshot. Finally, pass the Sniper's position and continue down the walkway to the other side to sneak up behind the ÜberSoldat. Take it down with a hatchet. This strategy is tough to pull off, but it can be done. Consider saving several times along the way.



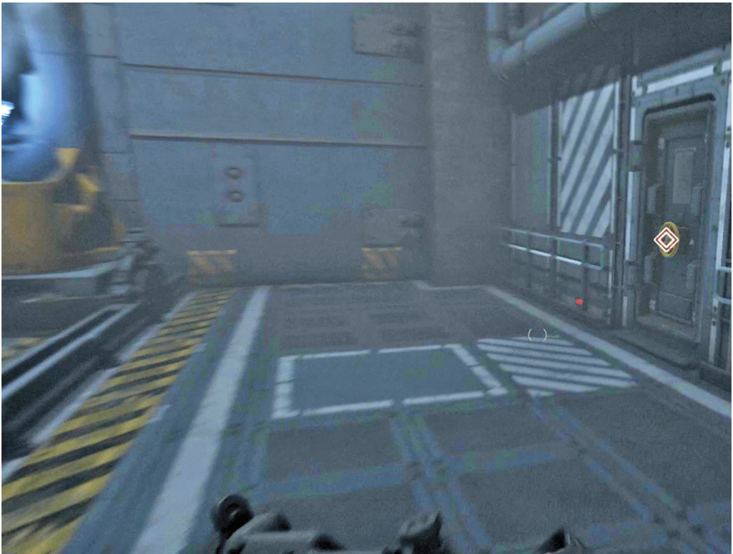


Now you can do what you came here for. Use the controls to open the reactor, then get to the reactor and plant the warhead. Mission accomplished. All that remains is to make your escape.

OBJECTIVE: ESCAPE OUTSIDE

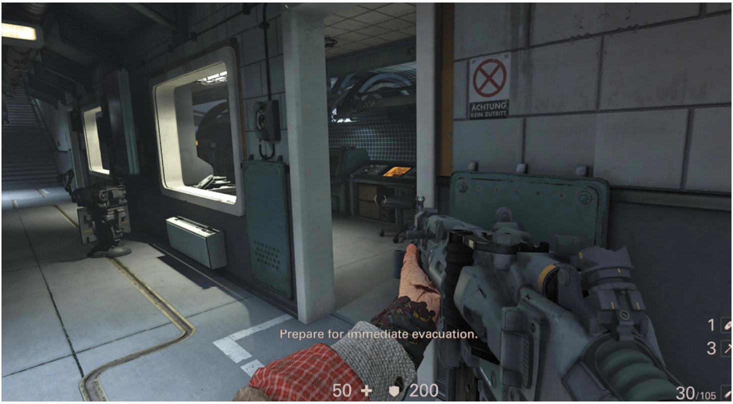


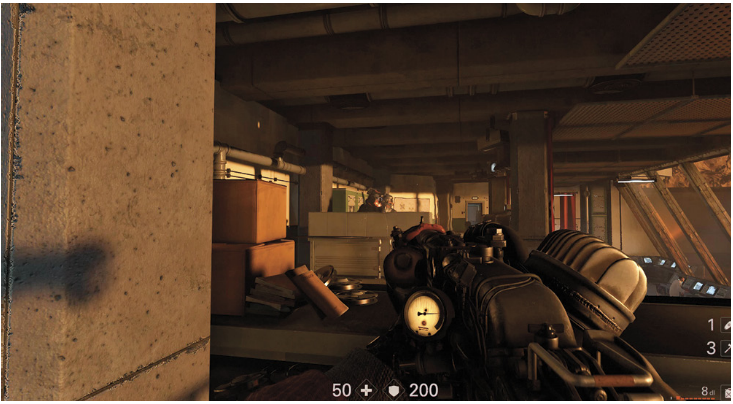
The alarms go off, and enemies rush into the hangar—including a large Zitadelle. You don't stand a chance against it, so focus on getting out of here. Head downstairs from the reactor platform and get down to the hangar floor on either side. Wait for the Zitadelle to advance up to the ramp, then run through the large opening at the end of the hangar. Shoot at Soldiers as you run past, but don't stop to fight.



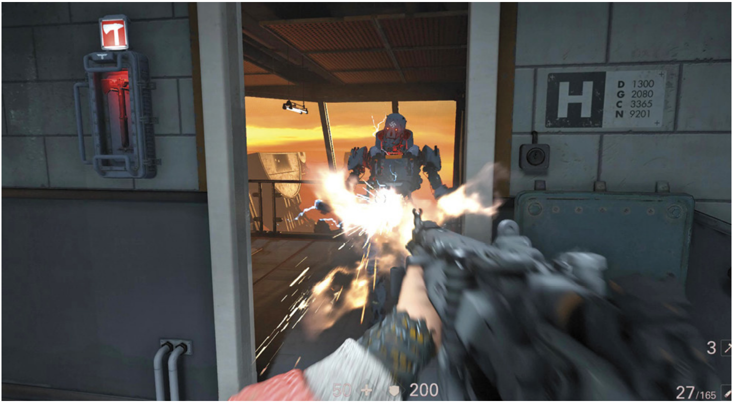
The Zitadelle turns and attacks. Keep running toward the small door on the right. Open it and get inside. The Zitadelle can't follow you, so you're safe for now.

Run down the hall and then up several flights of stairs. Follow another hallway. You see Nazi scientists and others fleeing as well. Stop in a side room and search for Collectibles before continuing up a flight of stairs that leads into a control room.

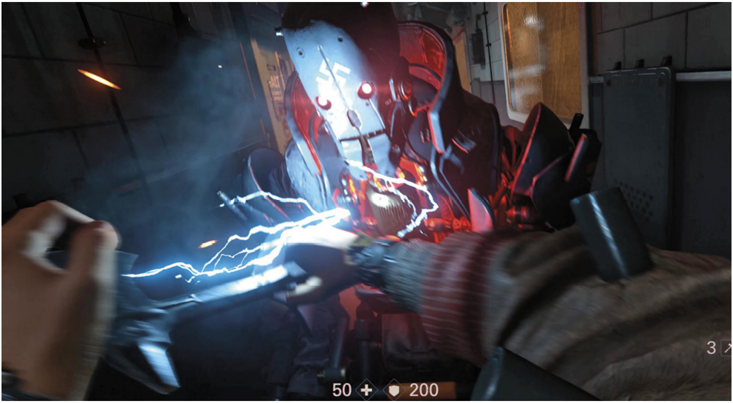




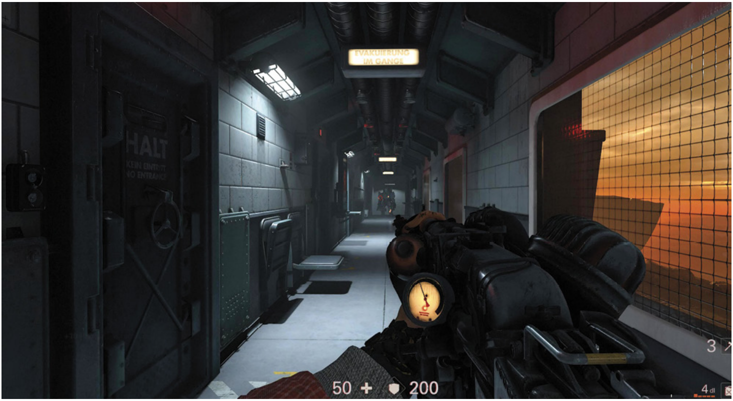
As soon as you enter the control room, turn left and locate a SuperSoldat. It doesn't see you, so take it out with a heavy weapon. Don't go down to the control room's main floor yet; there are a couple of ÜberSoldaten inside.



Kill the scientists. When the ÜberSoldaten come at you, move back through the doorway into the hall. When the ÜberSoldaten follow, engage them at close range with hatchets or gunfire. After they're neutralized, search both levels of the control room for Collectibles.

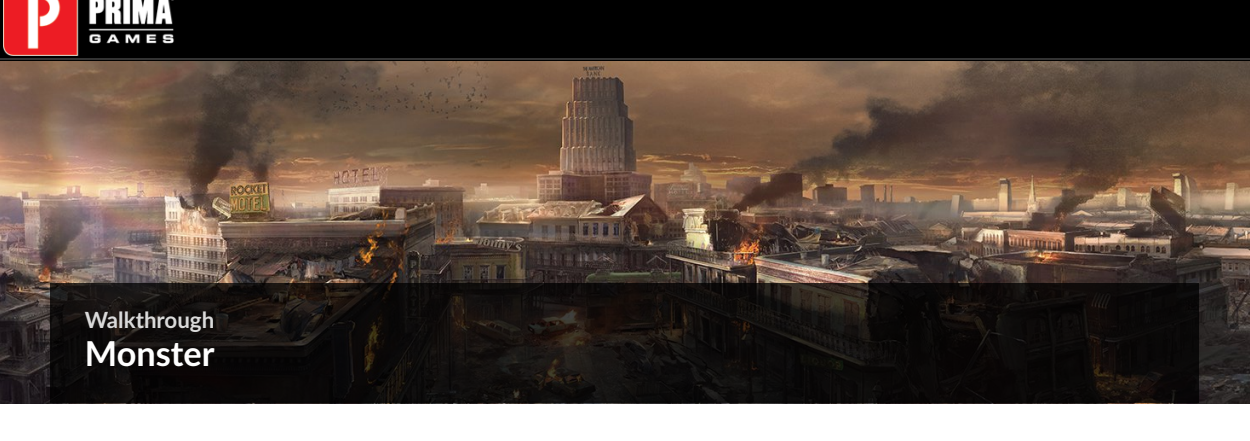


Exit the control room from the upper level and enter a break room. Search it for Collectibles and then get to the hallway. Stop in the doorway—there's an ÜberSoldat at the end of the hall. Back up, and when it runs to the doorway, hit it with a hatchet.



Advance down the hallway and get a heavy weapon ready. As you turn the corner, a SuperSoldat heads your way. Take it out before it can attack, then keep moving.

At the end of the corridor, open the door to exit the Oberkommando and make your escape.

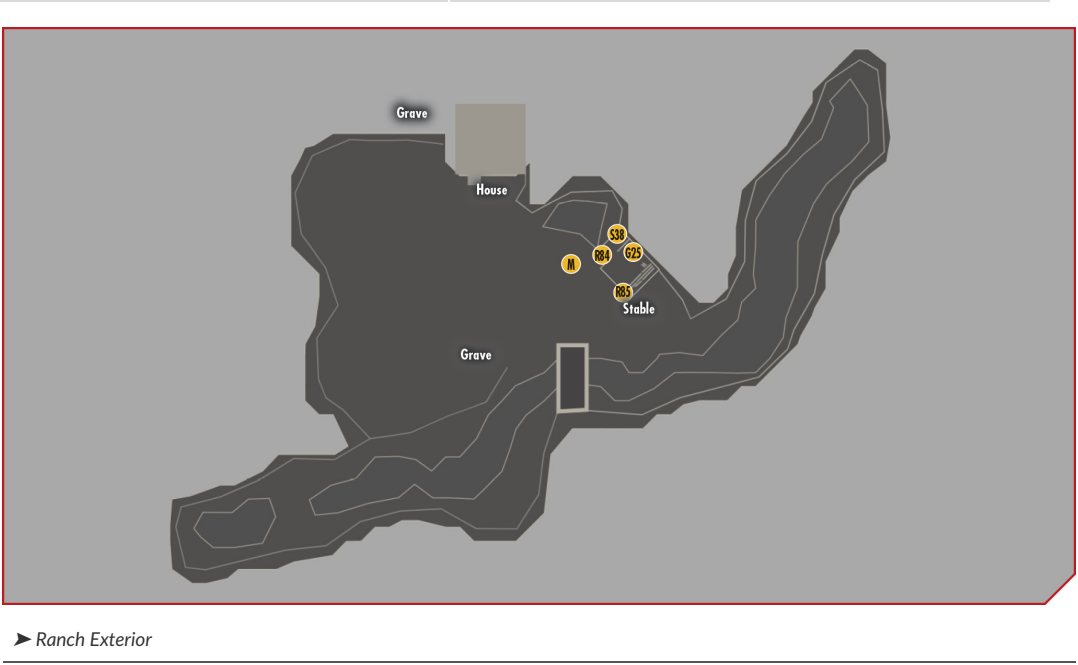


THE RANCH

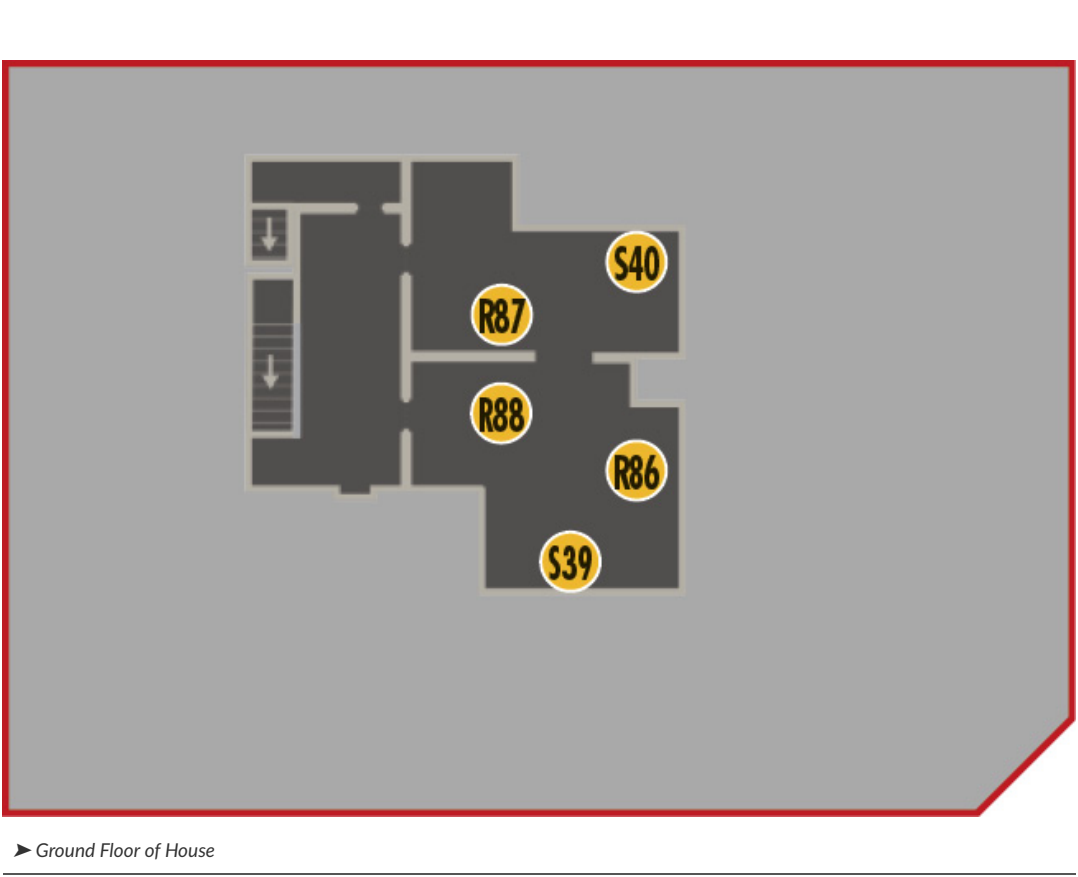
Mesquite, Texas
July 4, 1961
On the way back to the coast and *Evas Hammer*, you make a detour to your childhood home, the ranch in Mesquite, Texas. There's something you need to pick up.

➤ MAP LEGEND KEY FOR COLLECTIBLES

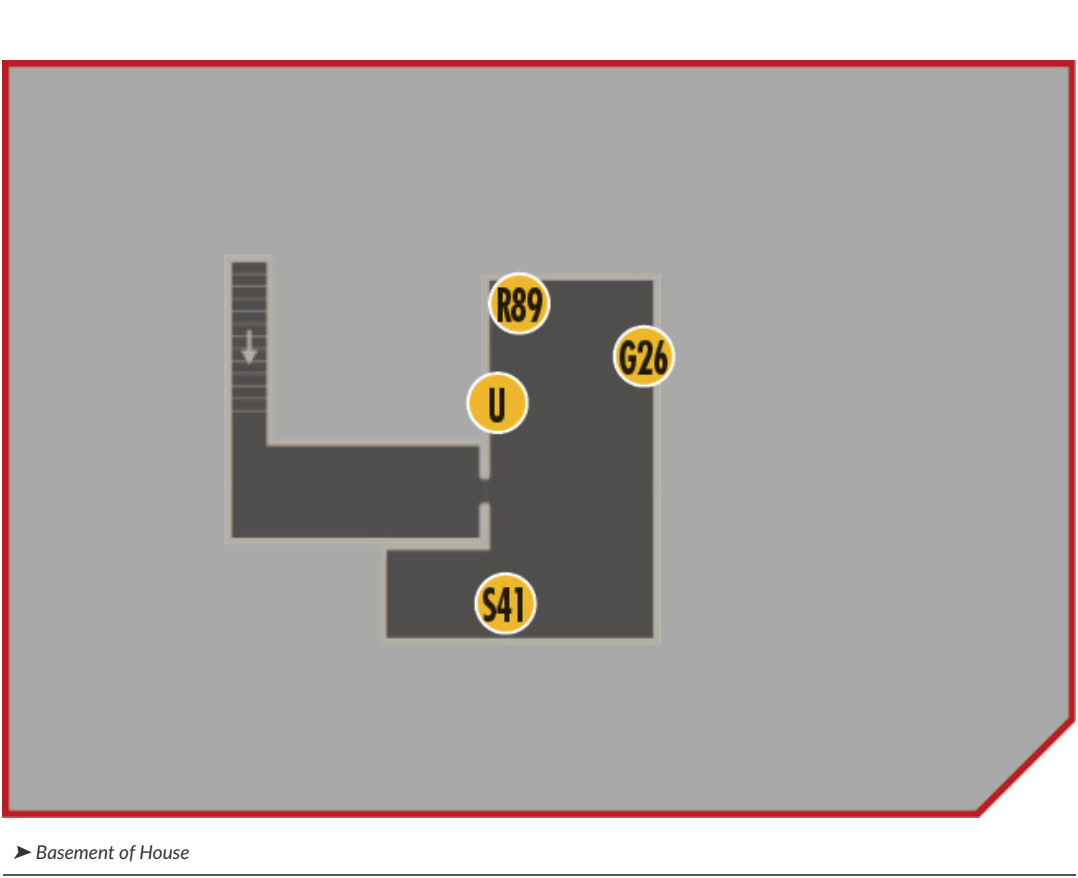
C	Concepts
G	Gold
M	Map
R	Readable
S	Star Card
T	Max's Toy
U	Upgrade Kit
V	Vinyl Record



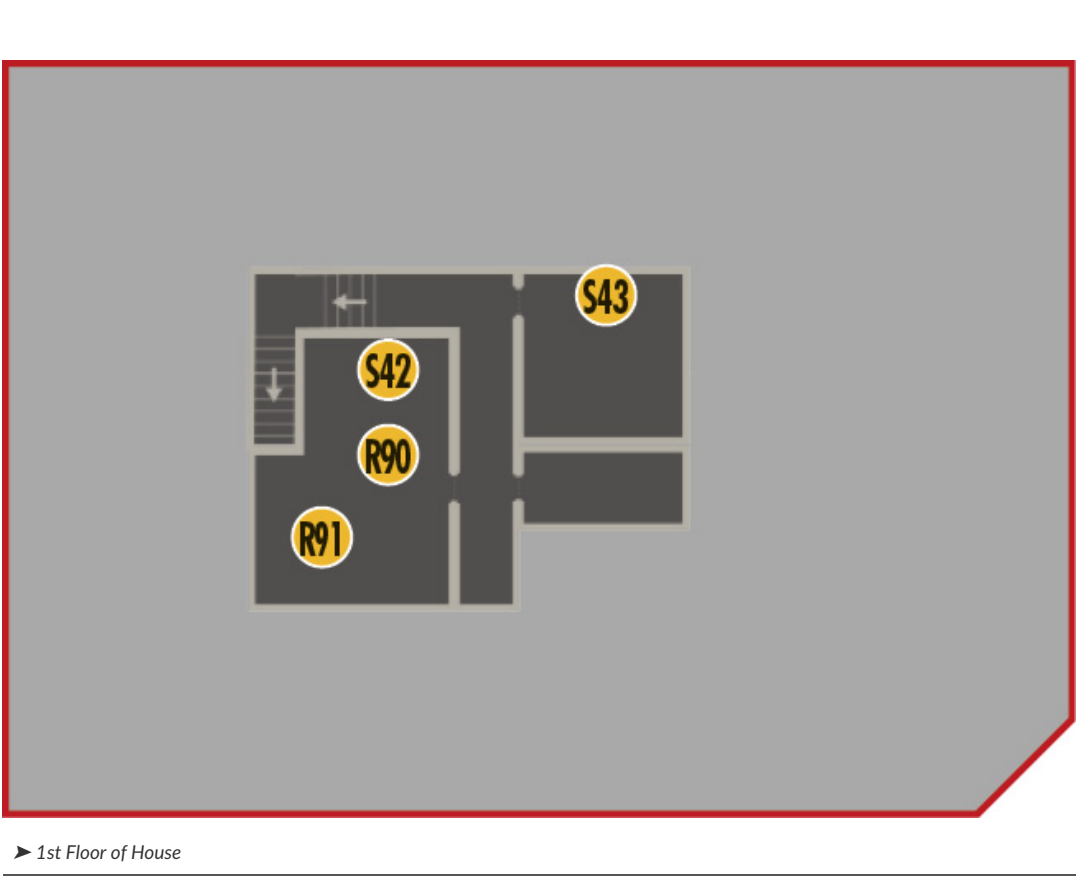
➤ *Ranch Exterior*



➤ *Ground Floor of House*

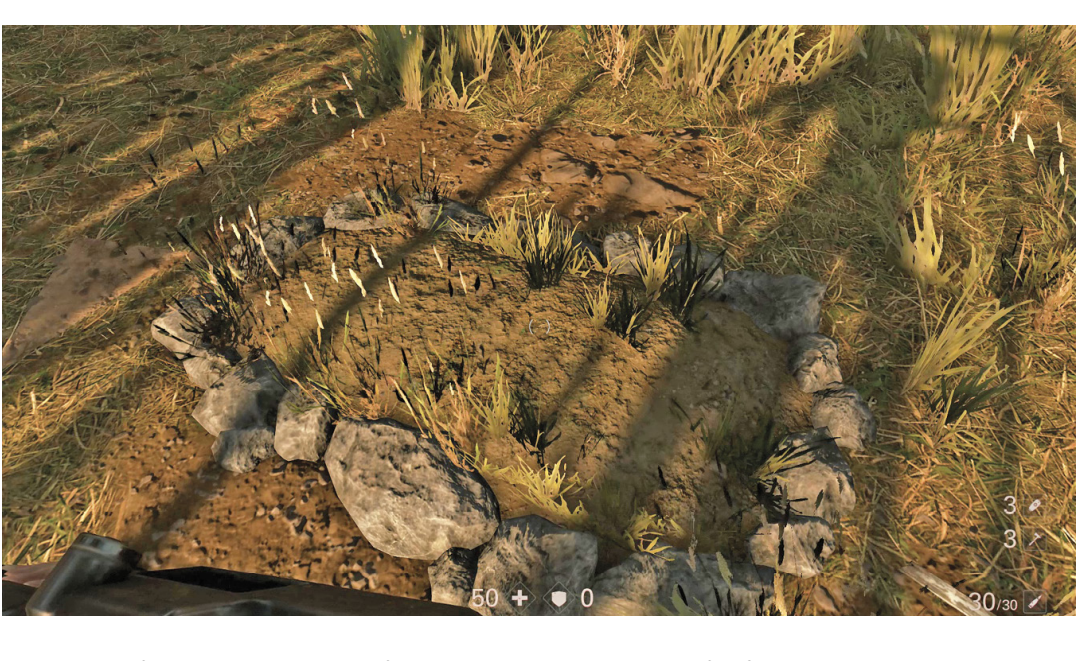


➤ *Basement of House*

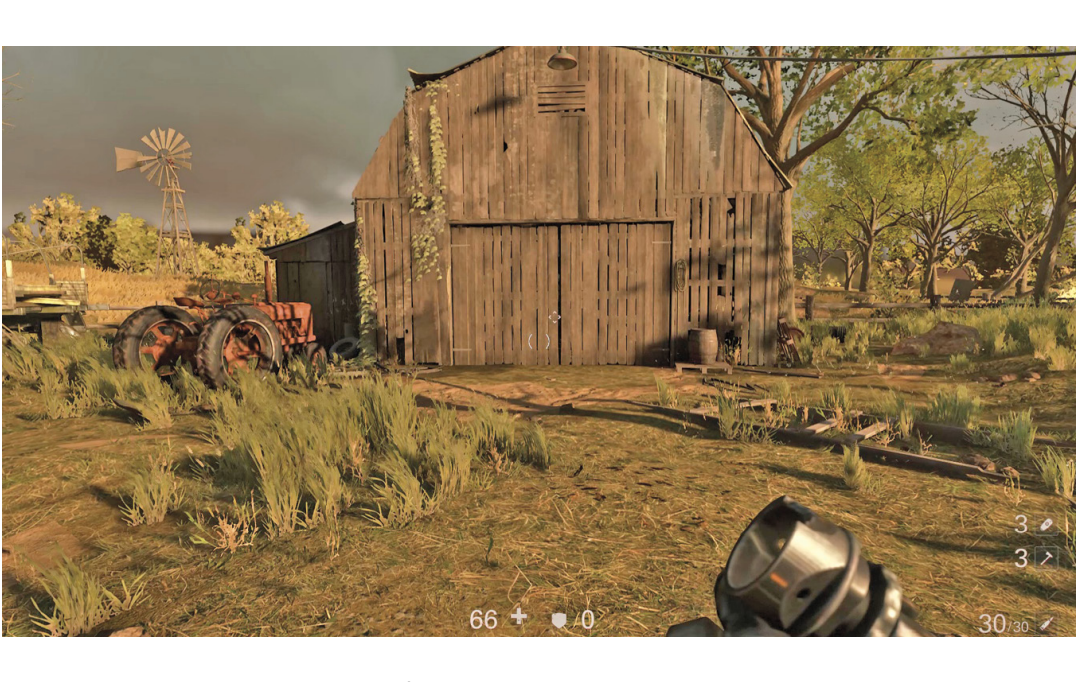


➤ *1st Floor of House*

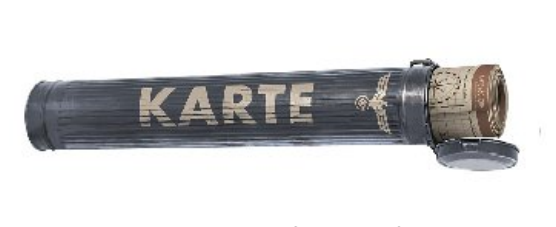
OBJECTIVE: INVESTIGATE THE RANCH



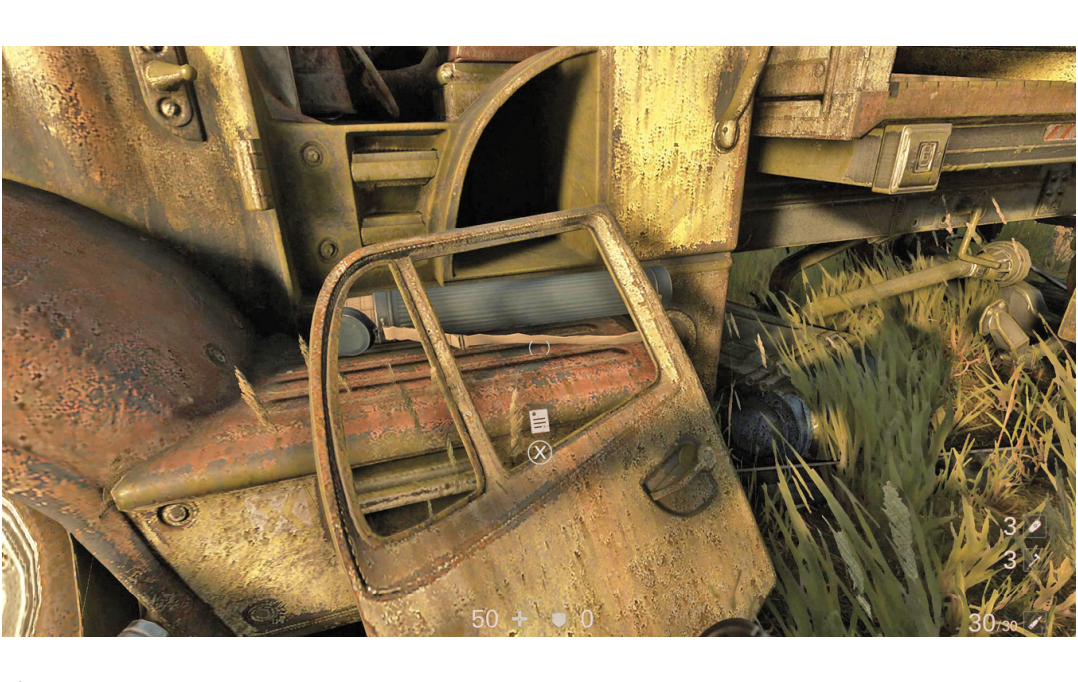
You have mixed feelings about being home. After crossing the bridge, move to the left to find the grave where your dog is buried. This continues the backstory of B.J. Blazkowicz.



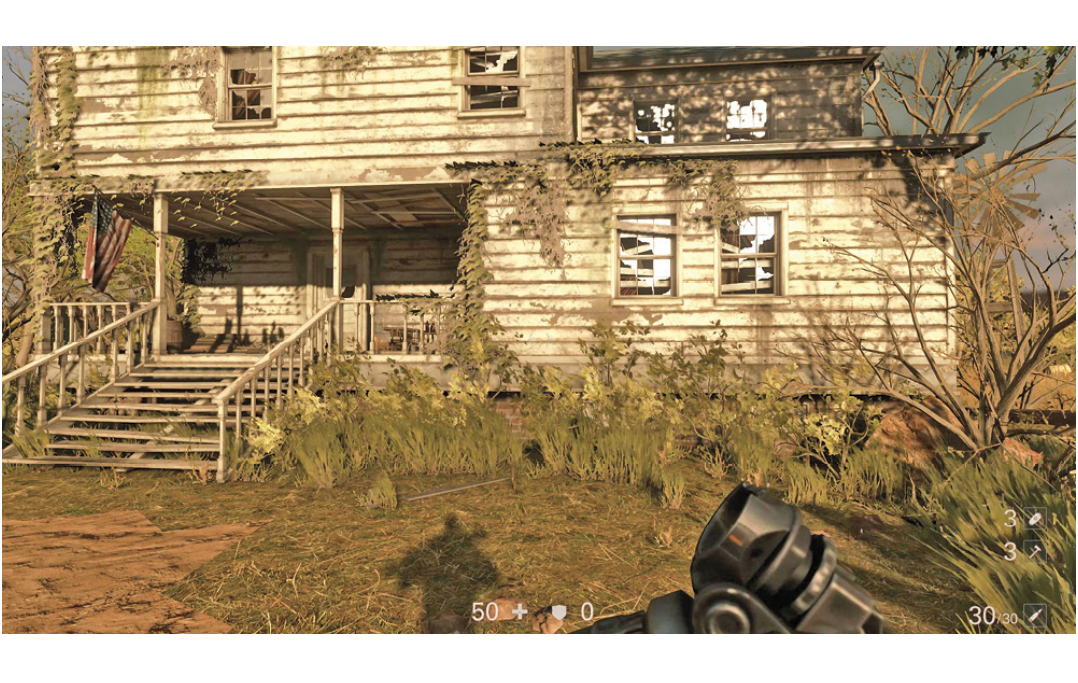
Next, search the stable. Open the door and look for Collectibles as you uncover more backstory.

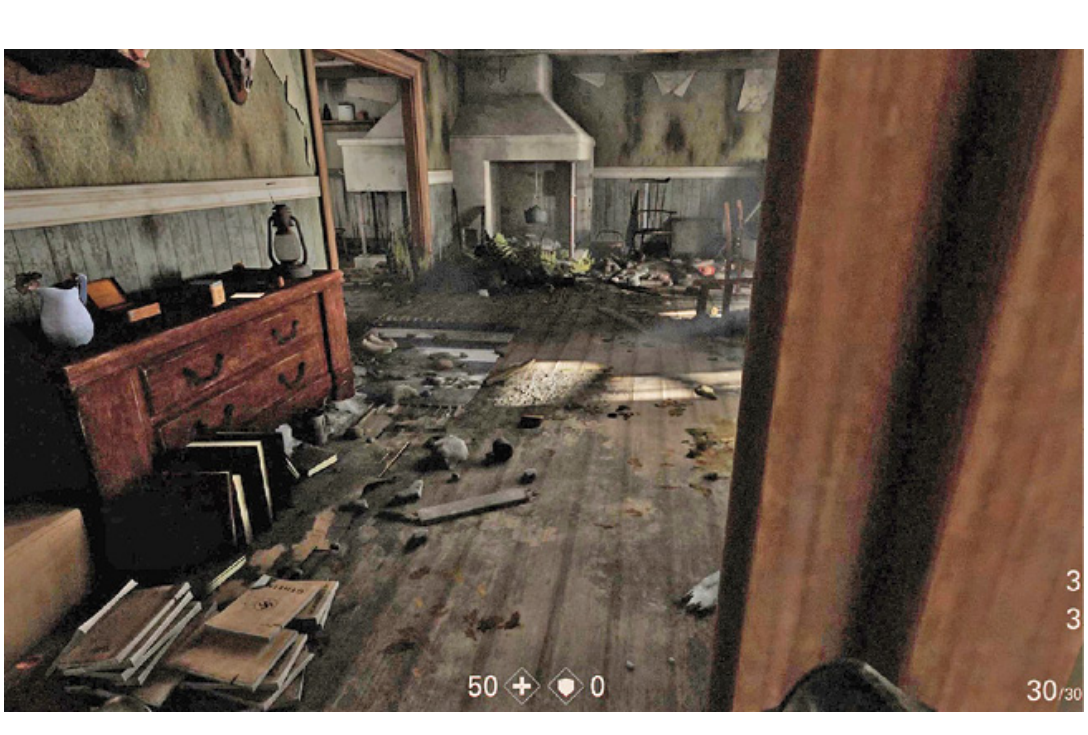


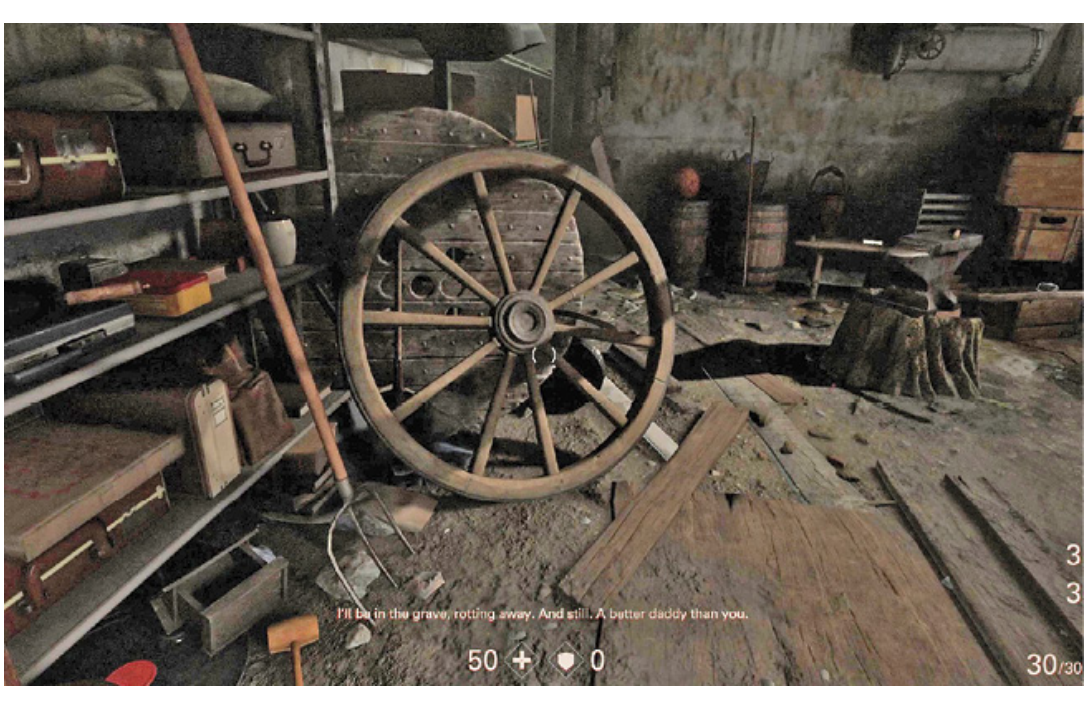
An old, abandoned truck is located near the stable. Search this to find a map of the ranch.



After you've had a look around the ranch, enter the house. Once you're inside, you can't get back out, so be sure to wrap up all your outdoor searching first.

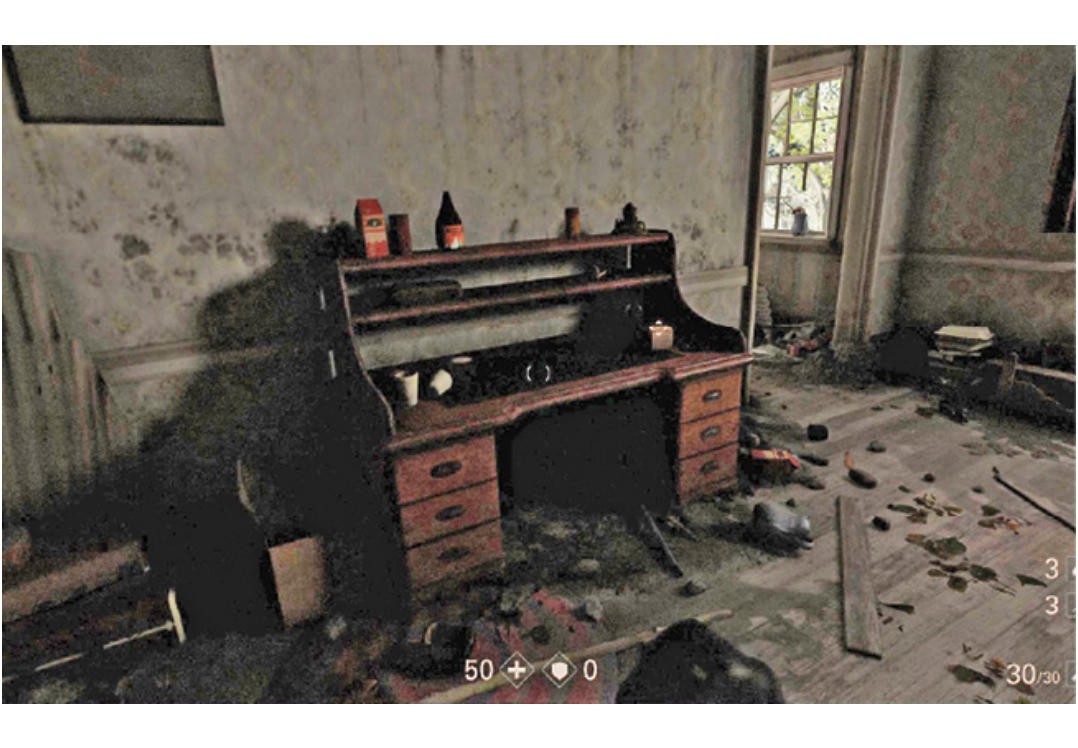




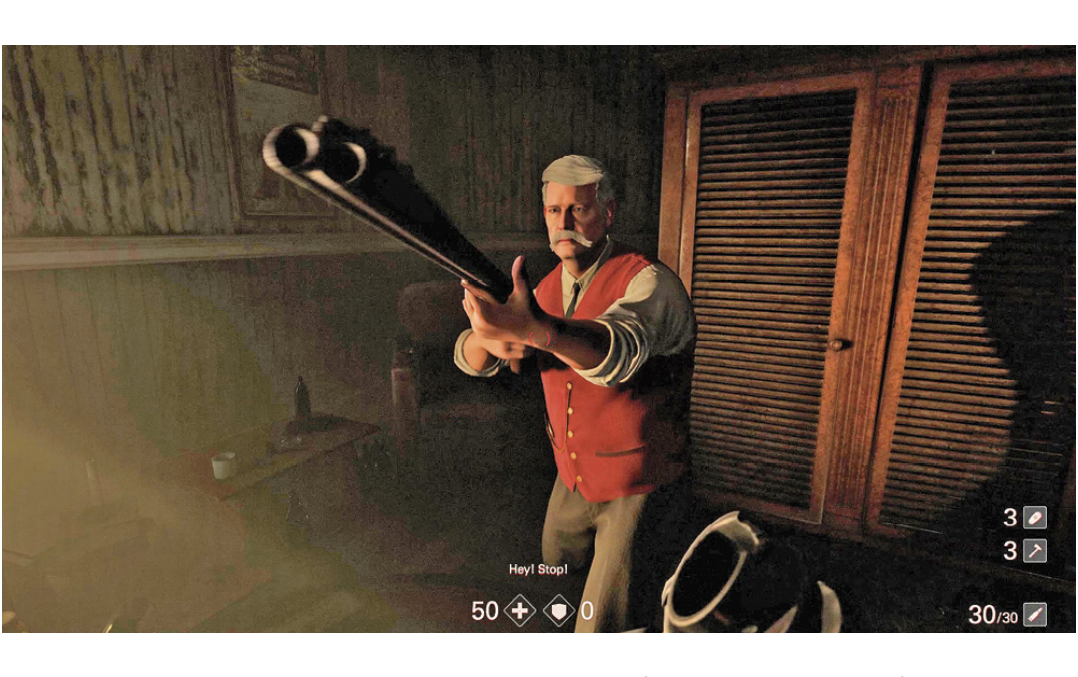


Look around the ground floor of the house. There are Collectibles in the front room as well as in the kitchen.

Next, head downstairs to the basement for more Collectibles, plus a weapon upgrade.



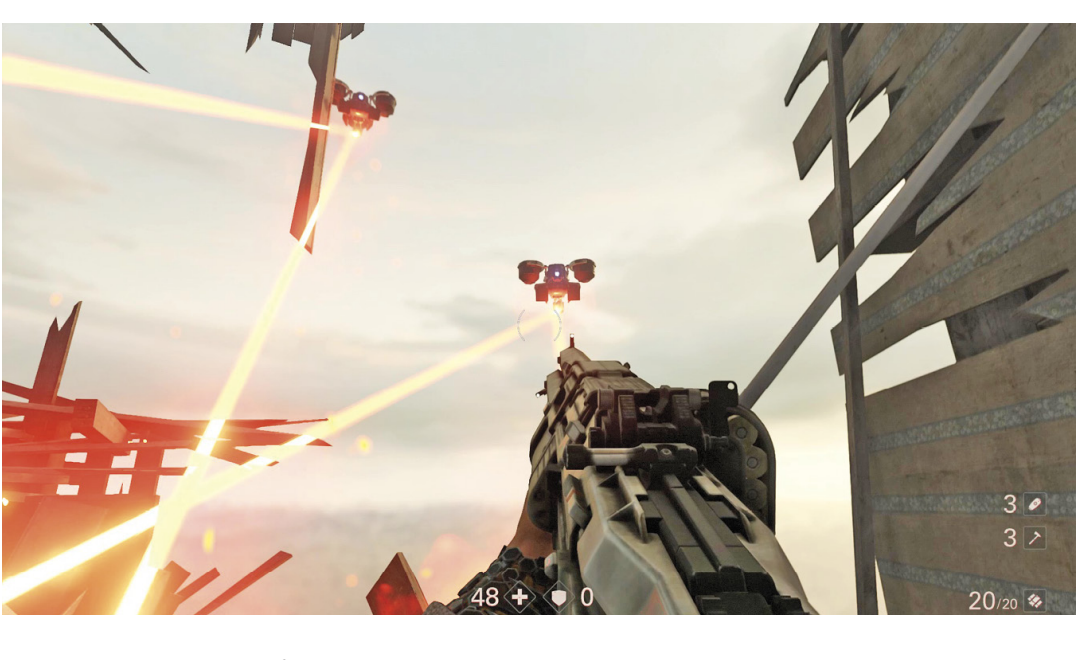
Finally, go upstairs to the first floor. Search the two rooms along the hallway for more Collectibles. Also pick up the box of BBs in the boy's bedroom for more backstory. Once you're through searching, open the door to the bedroom to continue the mission.



You enter your parents' old bedroom and retrieve the ring your mother saved for you. You're not alone. Your father is there waiting for you. He's holding you for the Nazis, which means you need to get out of there fast. When you regain control, use a melee attack on your father to disarm and then defeat him.

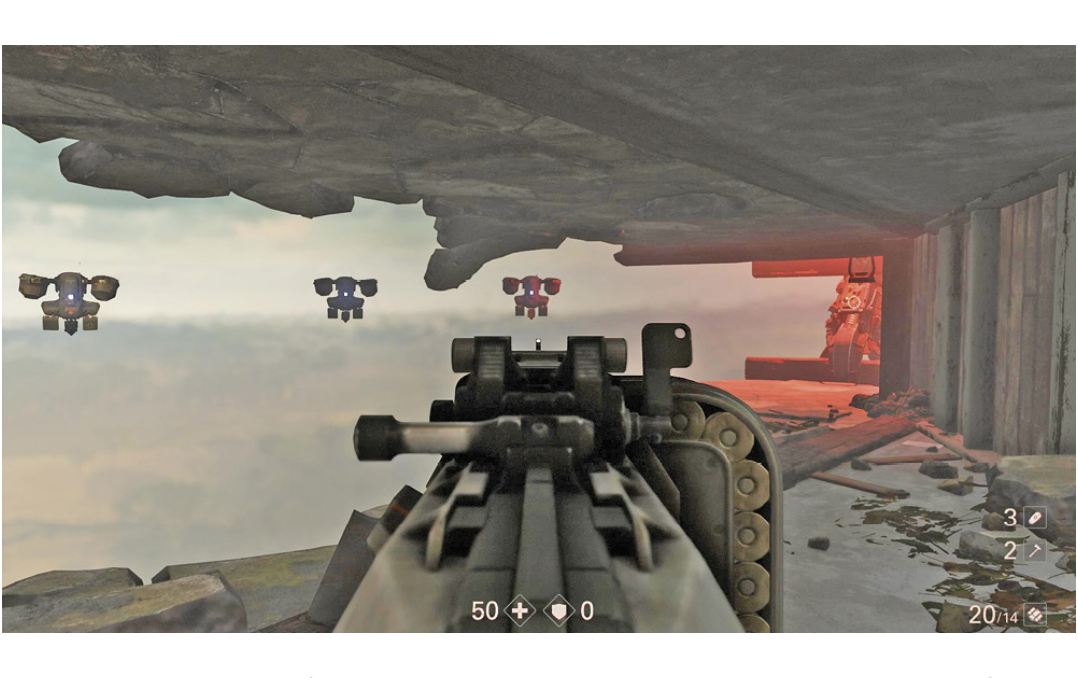
CAPTURED

OBJECTIVE: DISCONNECT THE CLAWS



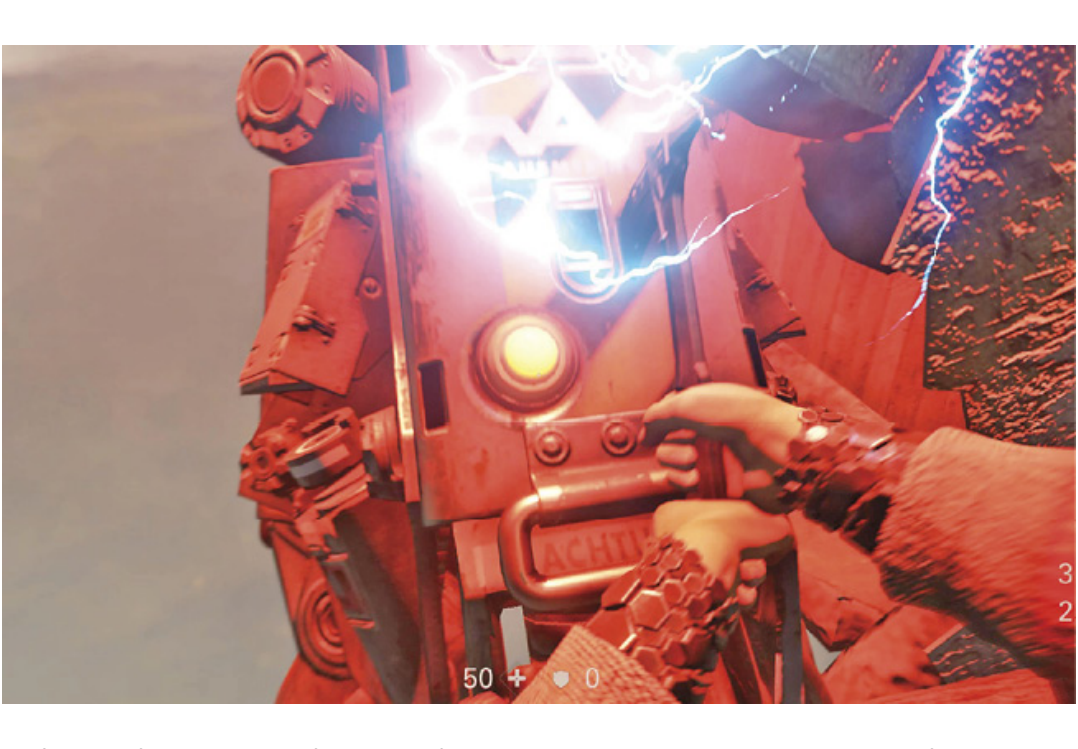
The *Ausmerzer* has arrived. Your father called in and reported your location to the Nazis. Now it's latched on to the house and is carrying it away. You must hack at the three claws holding the house with your hatchet. The first is directly in front of you. Move forward and attack it to break it away from the house.

With only two claws holding on, the house rotates sideways, forcing you to walk along the walls to get around. To add to your dilemma, you've also got Drones attacking you. The Schockhammer works great for taking them out. Grab ammo for your heavy weapon in this area; you'll need it later.



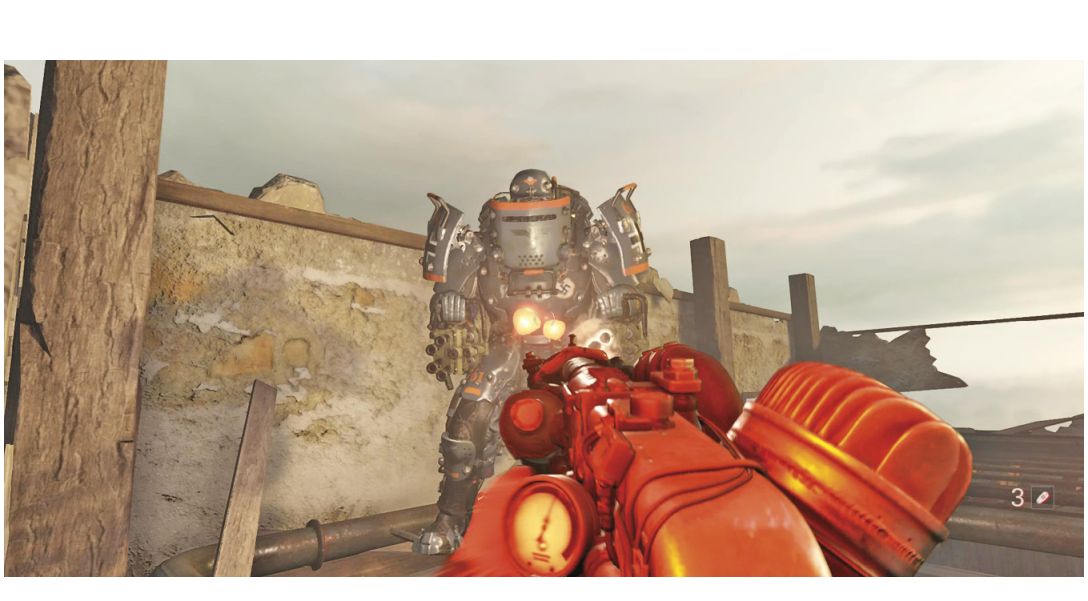
Climb a ladder, then along the side of a staircase. Jump over a short wall, then drop to the lower level. Several Drones fly in to attack. Shoot them all down.

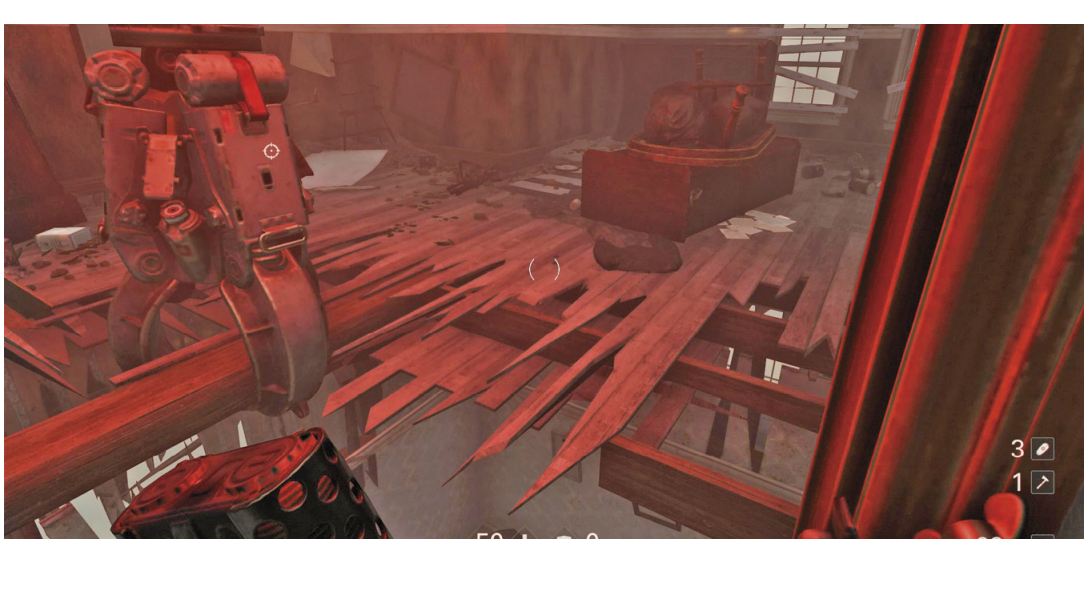
Once all's clear, use your hatchet to disconnect the second claw. One more to go.



You find yourself on the upper level of the remains of the house. Numerous enemies drop in to attack you. Go after the SuperSoldat first and pick up the Hammergewehr he drops. Use it to attack the ÜberSoldaten.

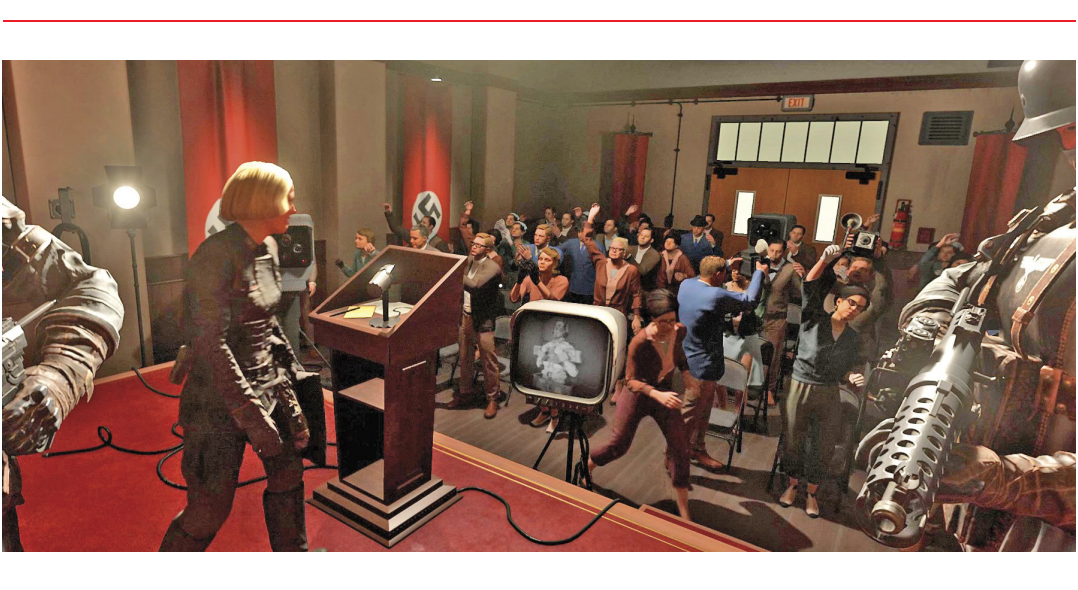
You don't have to defeat every enemy; ÜberSoldaten continue dropping in for quite some time. Once you clear out the main threats, drop to the floor below and use the hatchet to disconnect the last claw, allowing the house to fall free from the *Ausmerzer*.





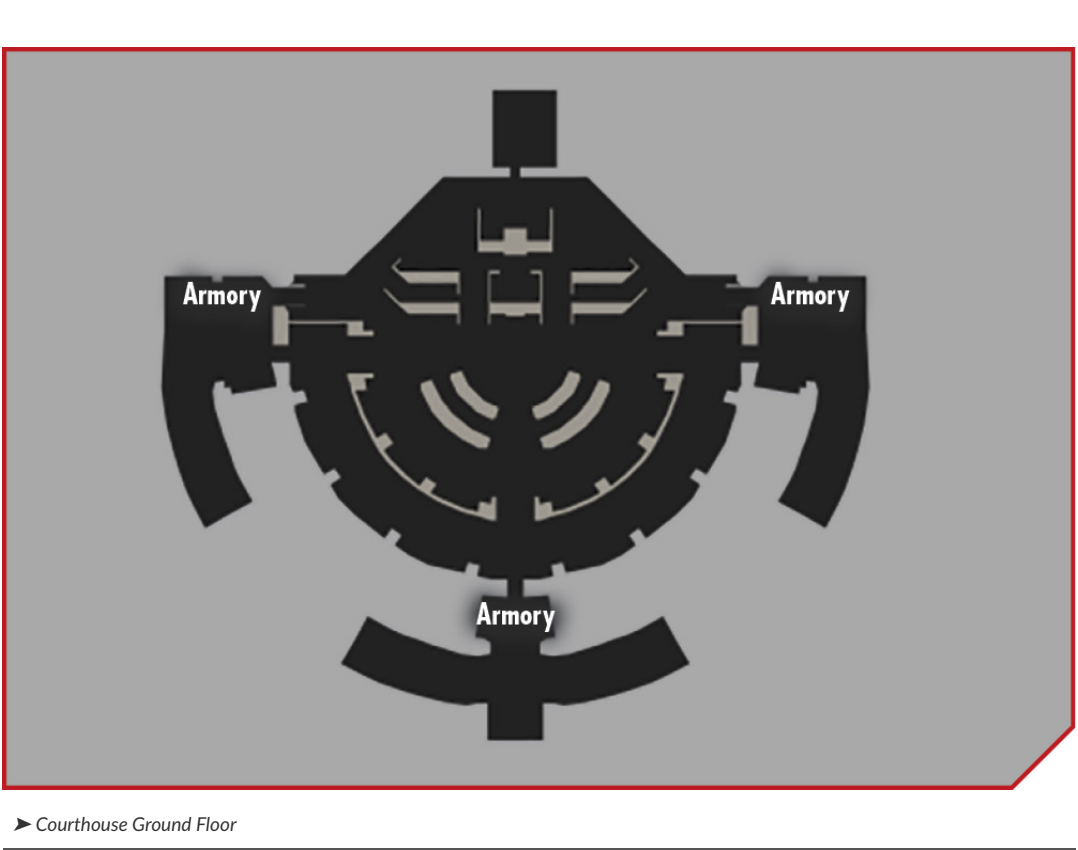
AVOID FIGHTING

For the last claw, there's no need to do a lot of fighting. Turn to the right at the start of this part, and advance toward the staircase, which provides some cover. Wait for the SuperSoldat to jump up and come after you. As soon as he reaches the top level, rush downstairs to the interior. Continue to the claw and hack away at it. You may need to use your hatchet on ÜberSoldaten along the way, but for the most part they attempt to shoot you from a distance.

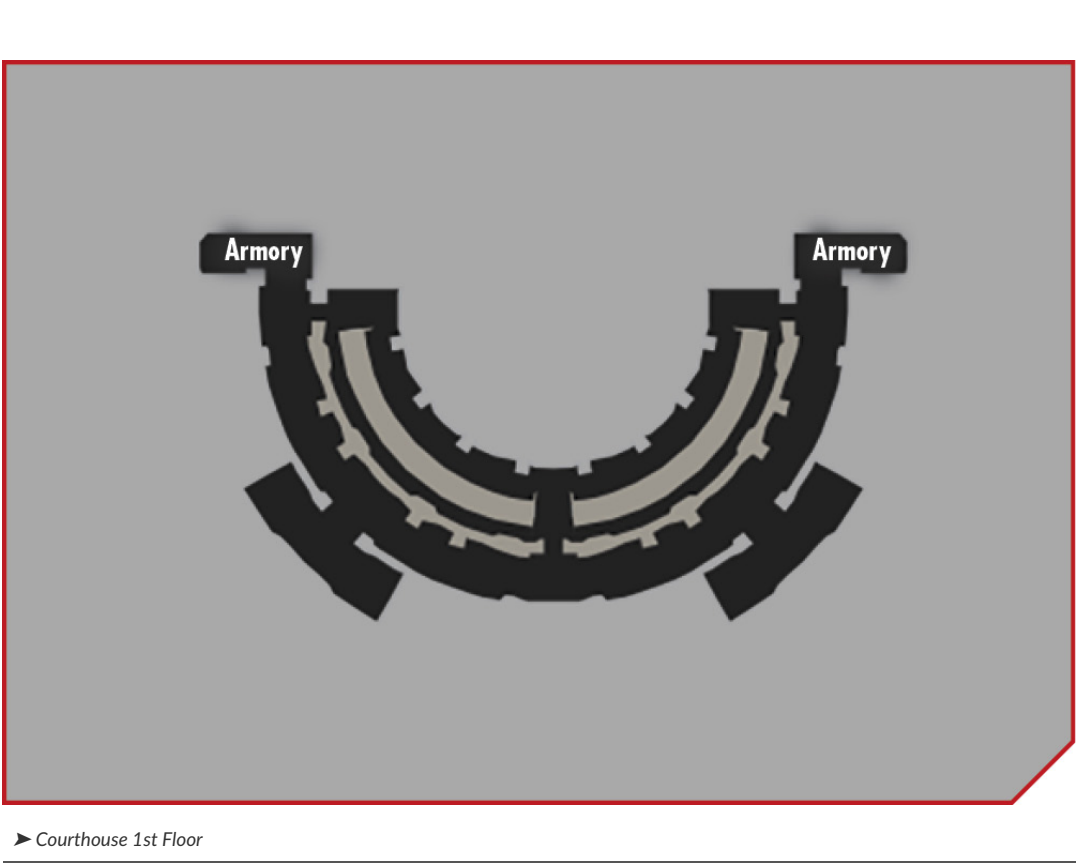


THE COURTHOUSE

Though you broke away from the *Ausmerzer*, you crashed to the ground and were trapped in the rubble of the house. The Nazis captured you while you were unconscious. They're going to put you on trial for your "terrorist" acts.



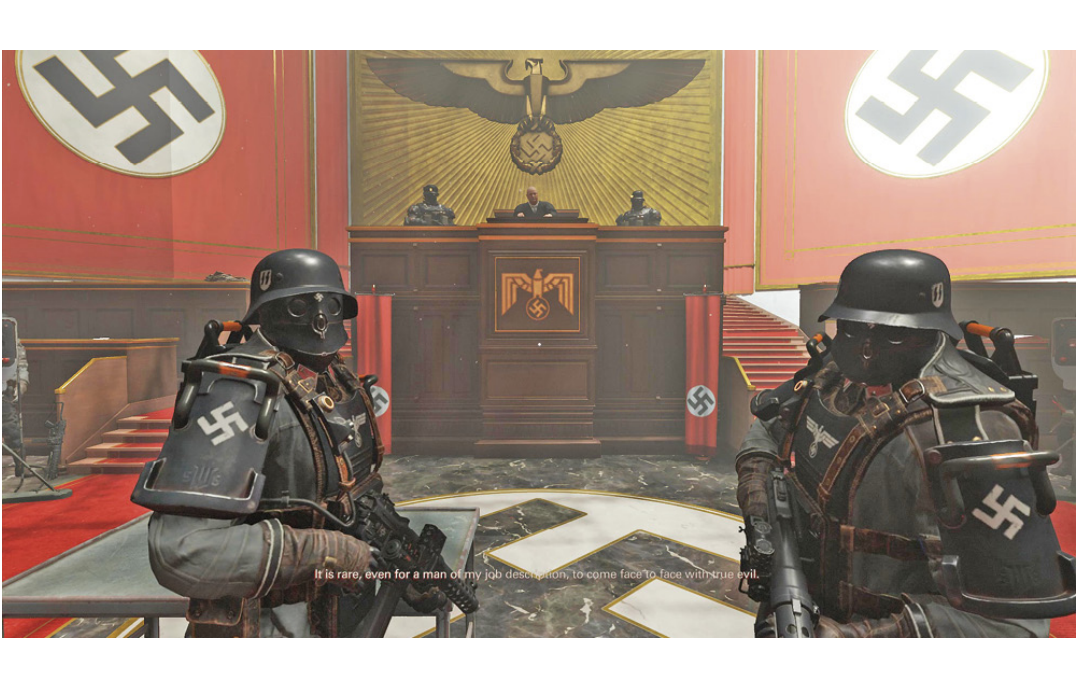
➤ *Courthouse Ground Floor*



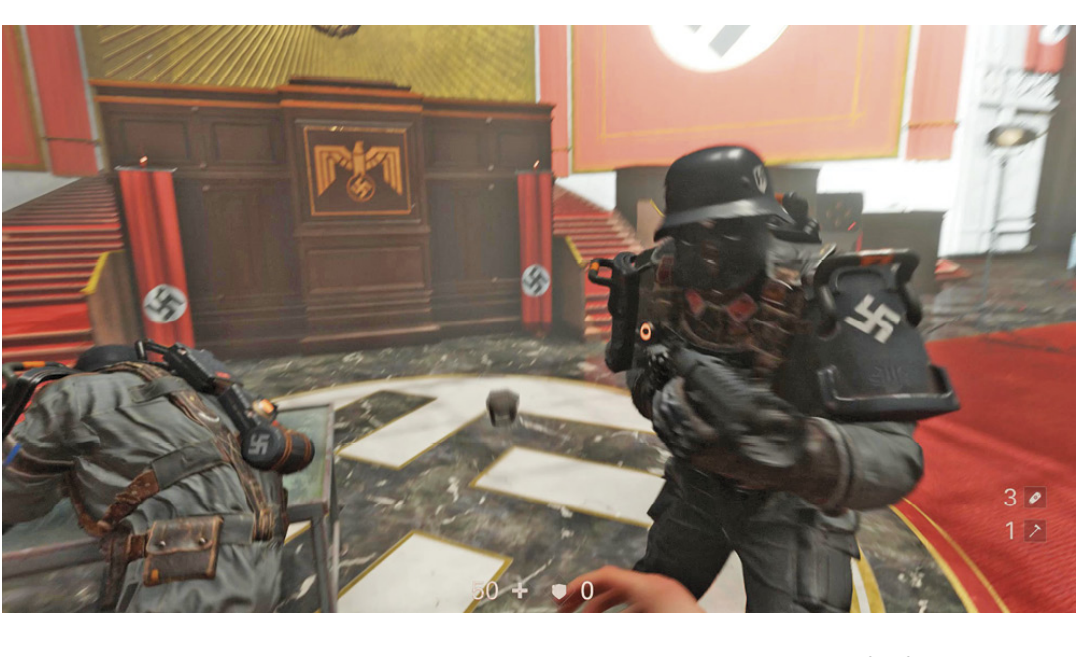
➤ *Courthouse 1st Floor*

Members of the Resistance have infiltrated the Nazi base where you're being held. Super Spesh, disguised as your lawyer, is sent to help you escape. However, the Nazis anticipate this and put a stop to the rescue attempt.

You're eventually taken to a courthouse and put on trial. The verdict has been determined in advance, as has the penalty—death.

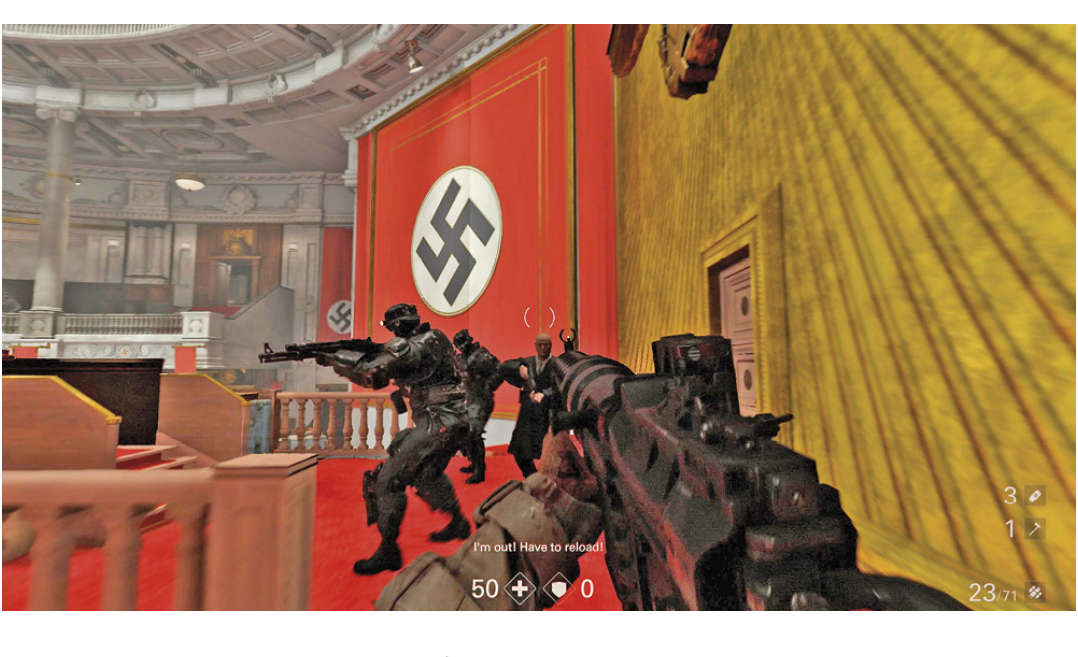


OBJECTIVE: FREE YOURSELF

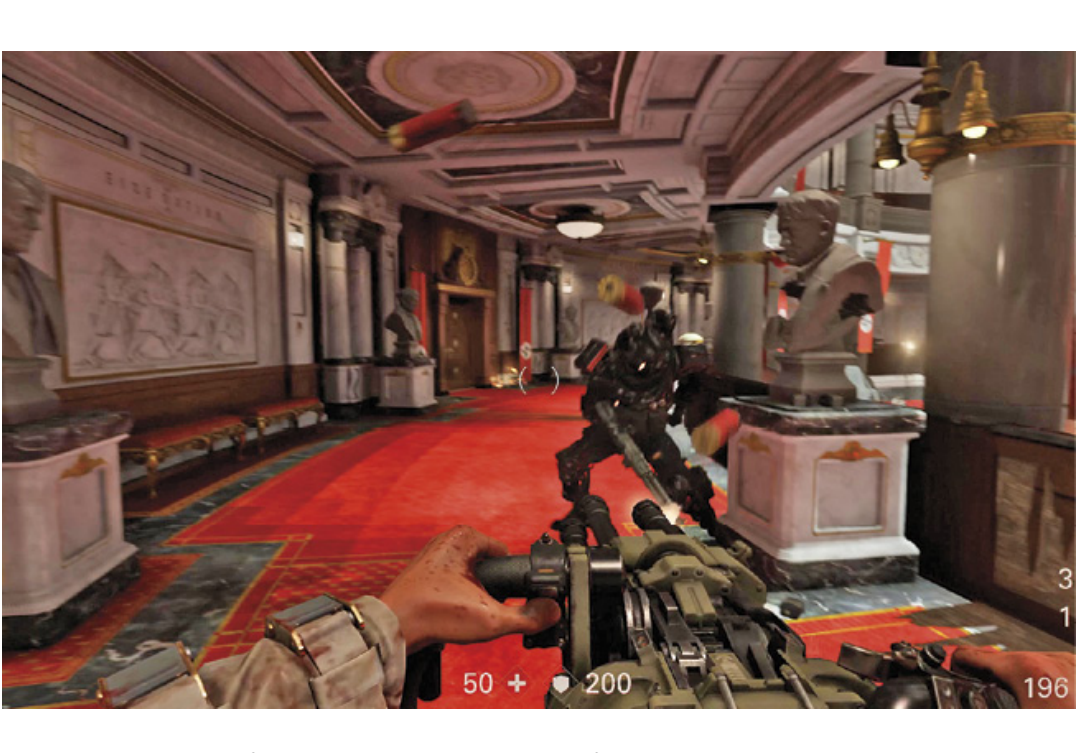


While the Soldiers guarding you prepare to take you back to your cell, press the Melee button and break free from the straps binding your hands. Knock out the Soldiers and take a weapon from them.

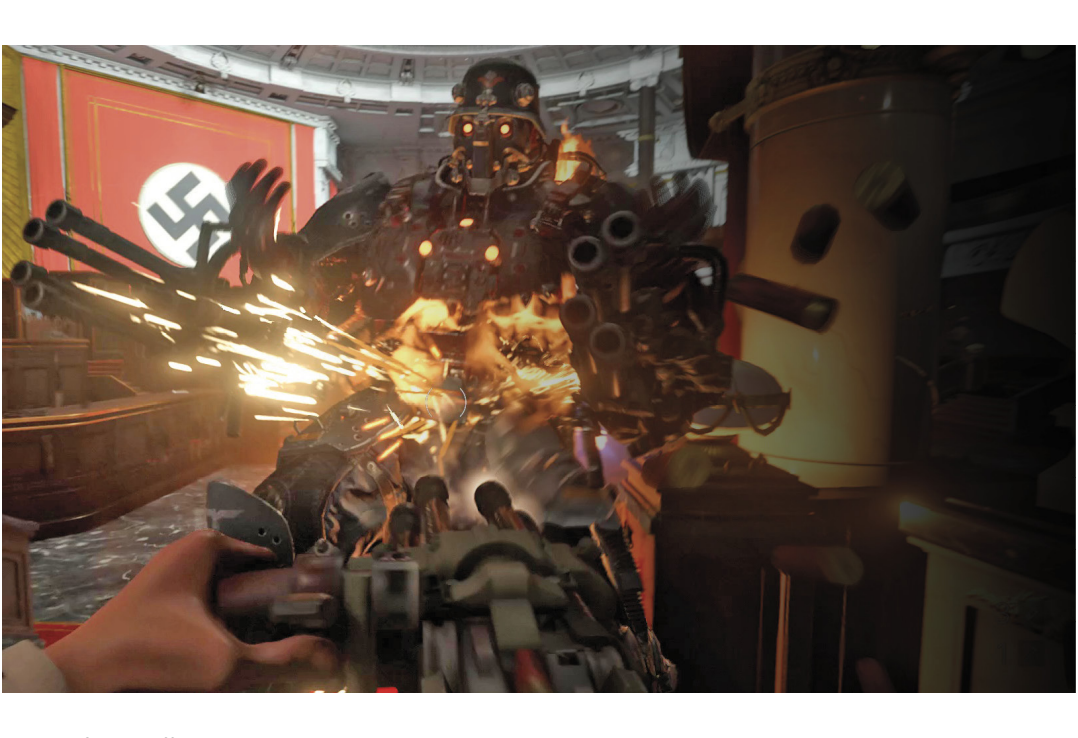
OBJECTIVE: FIGHT



You're in a courtroom surrounded by enemies. Move forward onto the podium where the judge sits. Kill everyone who gets in your way, including the judge, who's also armed. Grab ammo and armor from the area. Take cover and begin fighting off your enemies.

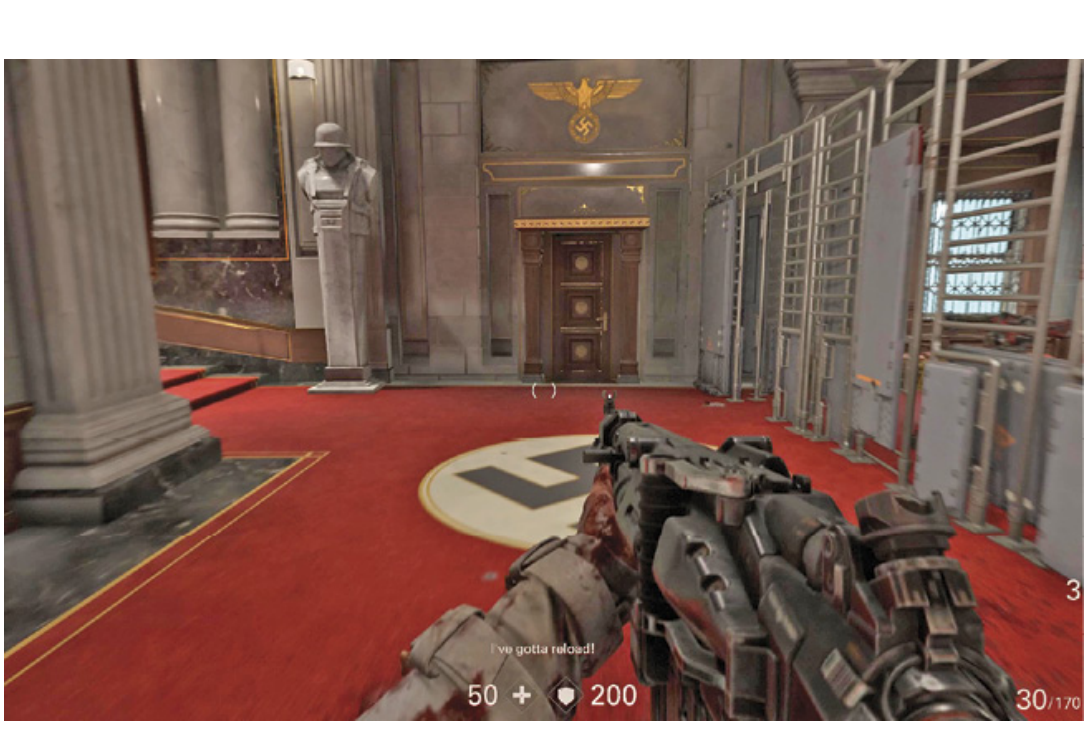


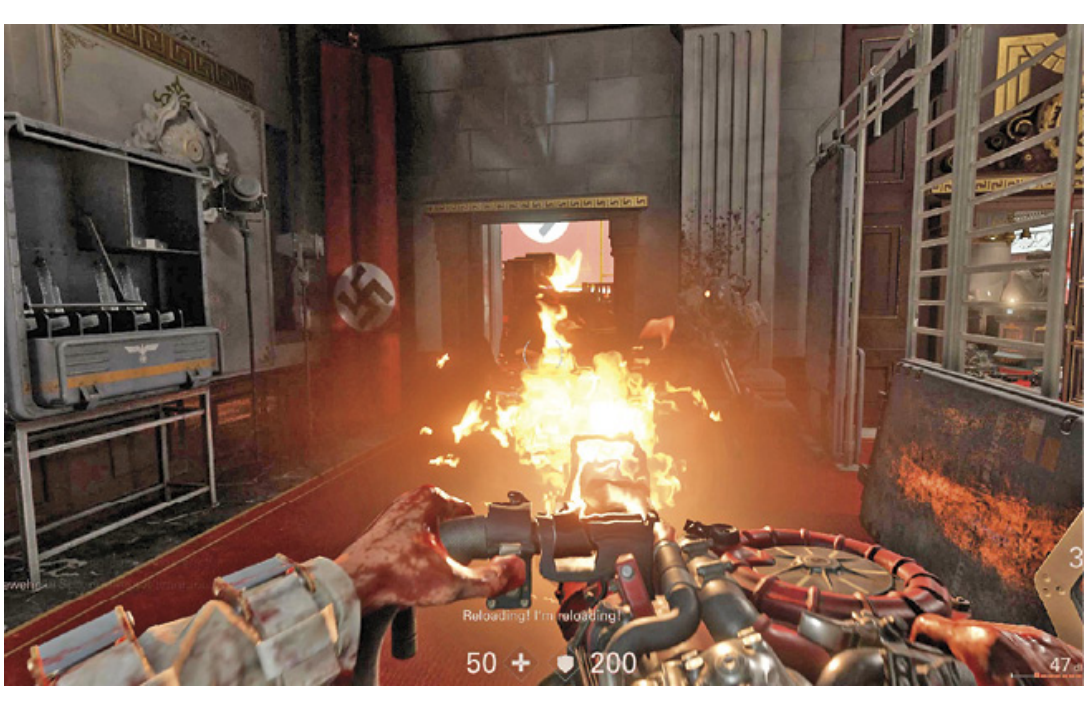
You can't stay on the podium for long. Make your way along the edge of the room to the walkway behind the seats on the ground floor. There are a couple of Hammergewehr turrets there. Take control of one and kill the enemies in the middle of the courtroom. When they start coming at you from the side, dismount the heavy weapon and keep fighting.

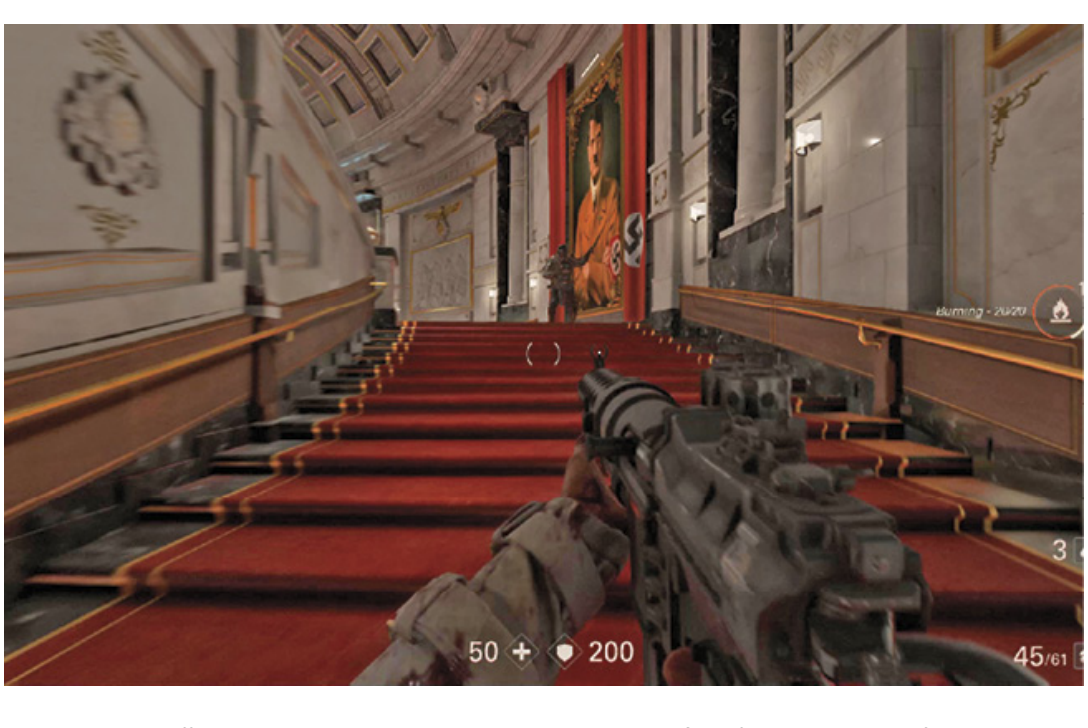


Continue fighting off the Soldiers. Eventually SuperSoldaten drop into the courtroom. Use the Hammergewehr or your heavy weapon to take them out, then pick up a heavy weapon dropped by a SuperSoldat and continue the fight. Eventually the courtroom doors open and more enemies enter, including a Kampfhund.

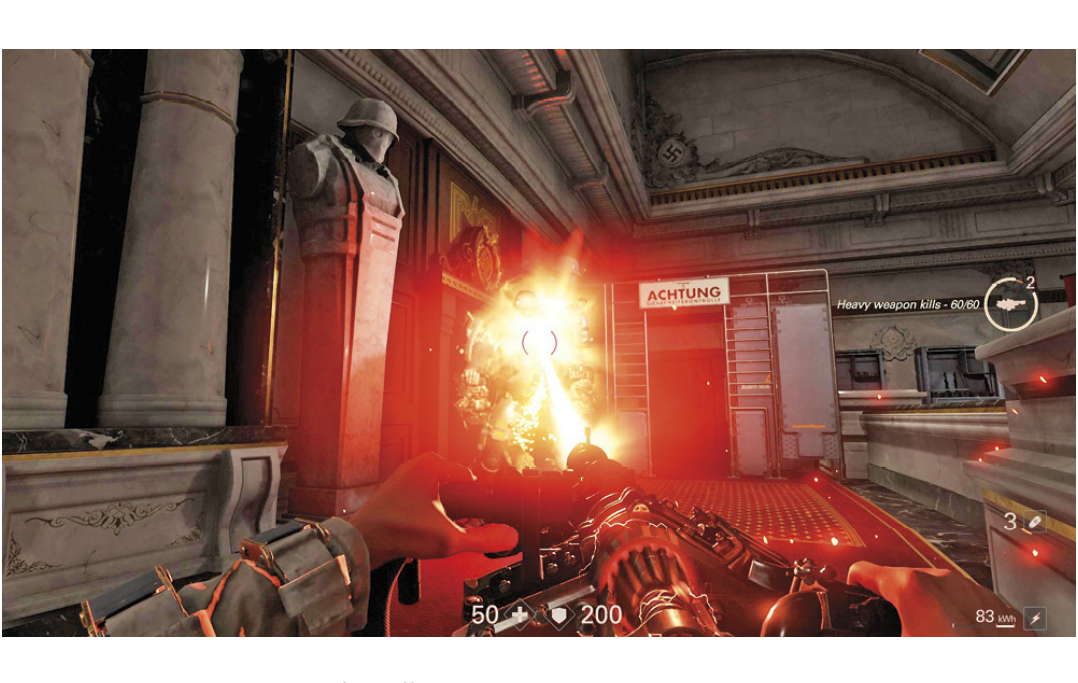
Clear a way out of the courtroom and advance into the corridors on the other side of the doorway. There are armories behind metal cages on either end, as well as in the center. Head in, stock up on ammo, and grab a heavy weapon off a turret if you need one. By now, everything is coming at you, including ÜberSoldaten.







The armories don't offer much cover, so make your way up the ramp to the upper floor of the courthouse. You find more armories on this level at each end.

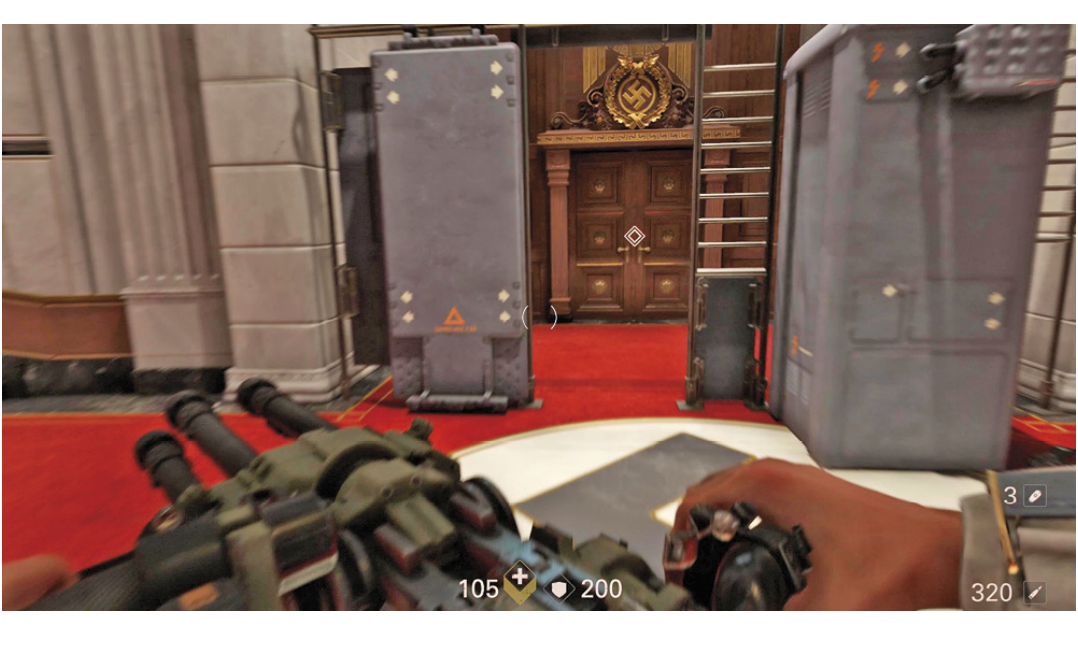


Pick up a heavy weapon at an armory to finish off the remaining enemies. You have to eliminate them all. The armories at the top are pretty good spots to hold out since there's only one way to get to them. Blast away until you're the last one left in the courthouse.

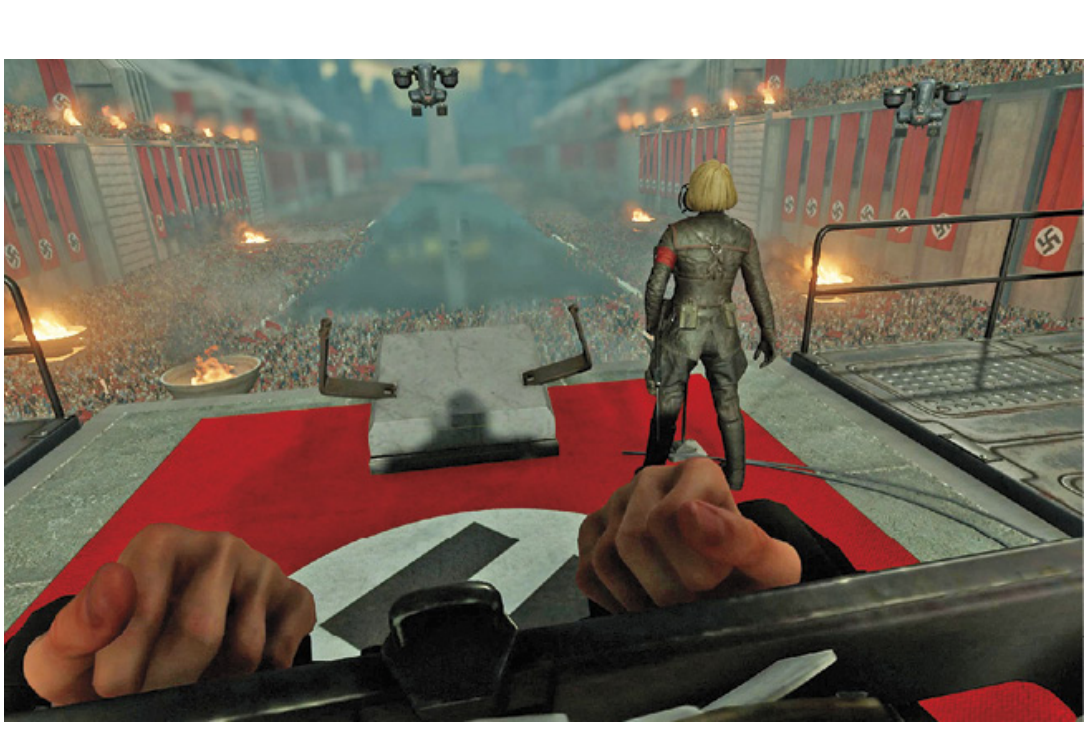
SAVE OFTEN

This is a tough level. It's easy to get surrounded and killed before you know what hit you. For the best chance at making it through while suffering the least amount of frustration, follow this strategy: Seek out cover and save the game. Kill some enemies, move to another source of cover, and save again. Repeat as necessary, progressing by increments. This way, if you die, you don't have to replay too much of the level.

OBJECTIVE: ESCAPE



After all enemies are neutralized, it's time to get out. You can exit through any of several doors on the ground floor. Once you choose a door and open it, the level is complete.



Though you seem to exit the courthouse, reality soon reasserts itself. There is no escape. Rendered helpless, you're brought to your public execution. However, even if the act is carried out, the fight isn't over. The Resistance is there to rescue you—or what's left of you…

ROCKET MOTEL
HOTEL

Walkthrough

A New Suit

CONTRAPTIONS

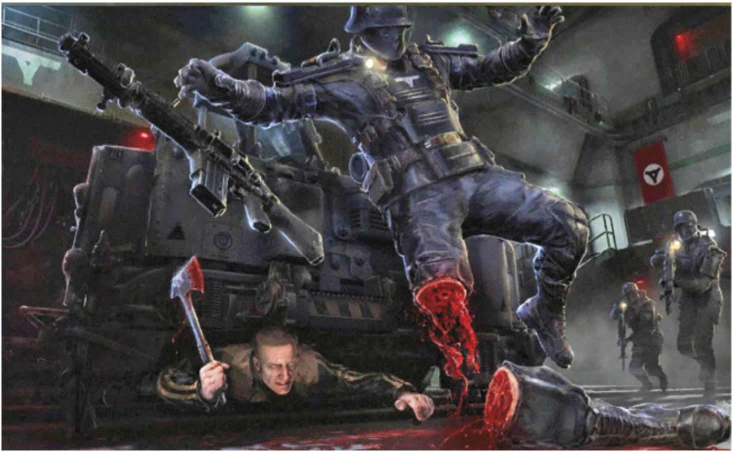
Evas Hammer

Though General Engel executed you on live television, you've survived. The Kreisau Circle was able to rescue your head and preserve it within a container, and Set has attached it to a new body. Your old body was about to give out anyway, so you're better off. Apparently decapitation has its advantages. The Nazis certainly won't expect you to jump back into the fray.

OBJECTIVE: SELECT A CONTRAPTION

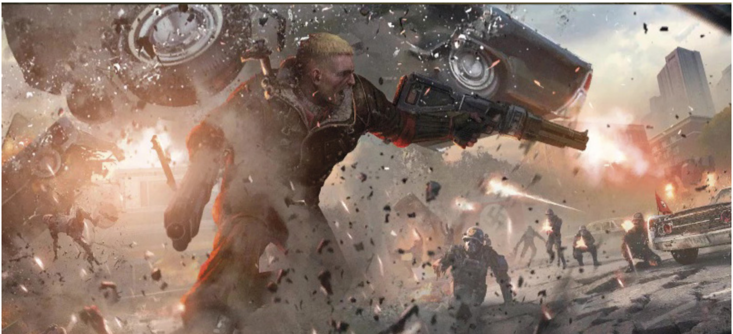
Set has devised plans for three different contraptions to give you additional abilities, but he only has enough parts to make one of them. You must decide which one you want. Each has its strengths and complements certain playstyles. No matter which you select, you can access the same areas in levels.

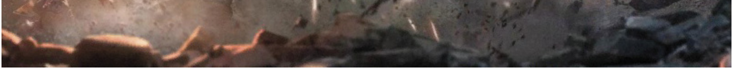
Constrictor Harness



When activated, the Constrictor Harness compresses your torso. This allows you to enter narrow spaces. However, using the Harness prevents you from breathing properly; prolonged use causes damage and eventual death due to lack of oxygen. The Constrictor Harness activates automatically when applicable; you must be moving in a crouch.

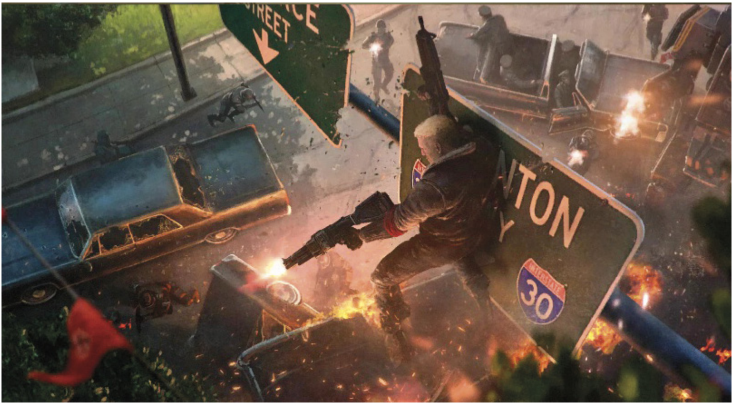
Ram Shackles





The Ram Shackles is a metal reinforcement rig that protects your upper-body joints: elbows and shoulders. It allows you to ram through obstacles, smash open doors and crates, and pummel your enemies. It activates when you're sprinting.

Battle Walkers



This mechanical actuator system is mounted on your legs and activates on demand. Upon activation, mechanical supports extend, allowing you to access new areas, vertical cover, and other tactically advantageous positions. When extended, the indestructible mechanical supports provide protection against mines and area-denial grenades. Double-press the Jump button to activate the Battle Walkers.

SELECTING THE RIGHT CONTRAPTION

Which contraption you should choose depends on your playstyle.

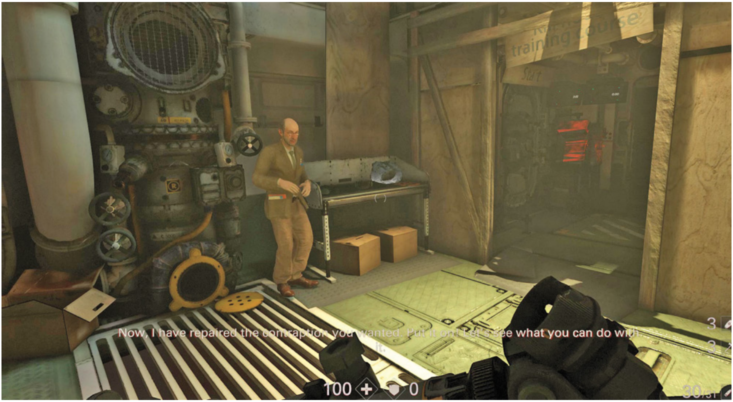
If stealth is one of your strengths and you enjoy sneaking around, go with the Constrictor Harness. Many of the levels contain small ventilation ducts that can only be accessed with the Harness. Some ducts allow you to get behind or bypass enemies.

The Ram Shackles works best for players who prefer rushing into fights. Sprint at enemies to knock them out of action, then follow up with a hatchet throw or melee attack to clear out the rest.

The Battle Walkers are ideal for taking advantage of the high ground. Position yourself in elevated areas to attack enemies below. Since the Battle Walkers are indestructible, use them to lift yourself behind higher cover to avoid enemy fire.

If you're unsure which will work best for you, save the game before you make your choice, then try out the training courses for all three.

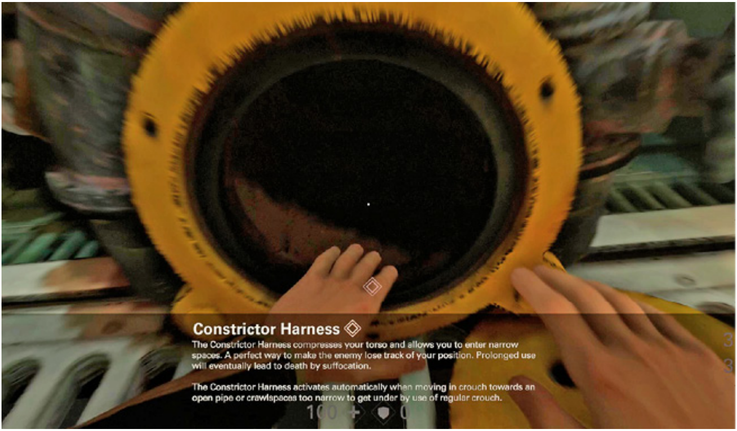
OBJECTIVE: COMPLETE THE TRAINING COURSE



Now, I have repaired the contraption you wanted. Put it on! Let's see what you can do with it.

After you select your contraption, Set performs the surgery that attaches your head to the new body. Now it's time for some training. Put on your contraption to get started. The training area is the same no matter which contraption you opt for, but the obstacle course differs.

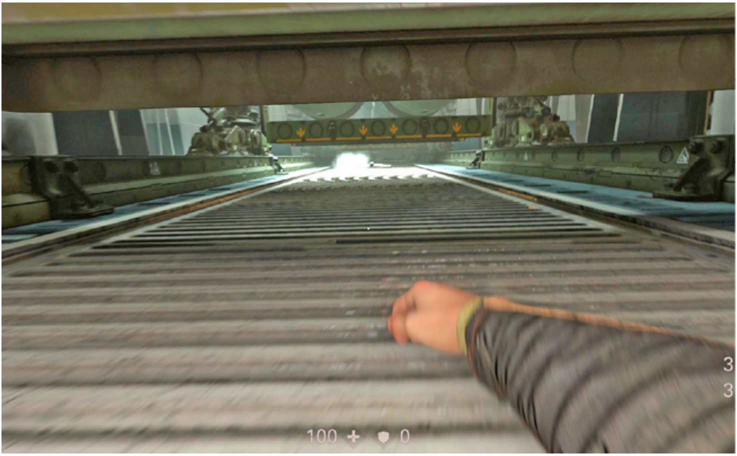
Constrictor Harness Training



Constrictor Harness

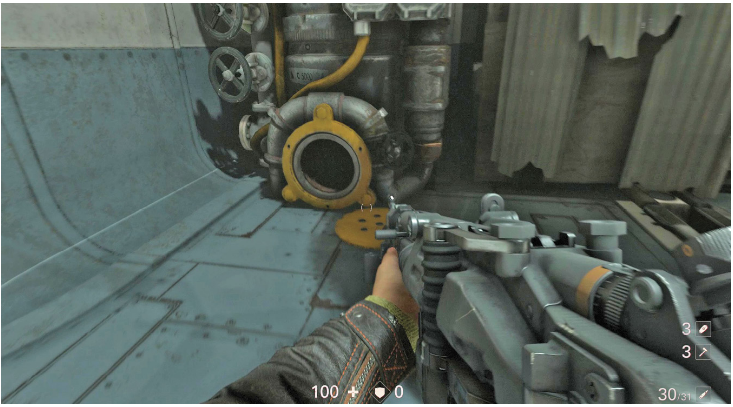
The Constrictor Harness compresses your torso and allows you to enter narrow spaces. A perfect way to make the enemy lose track of your position. Prolonged use will eventually lead to death by suffocation.

The Constrictor Harness activates automatically when moving in crouch towards an open pipe or crawlspaces too narrow to get under by use of regular crouch.



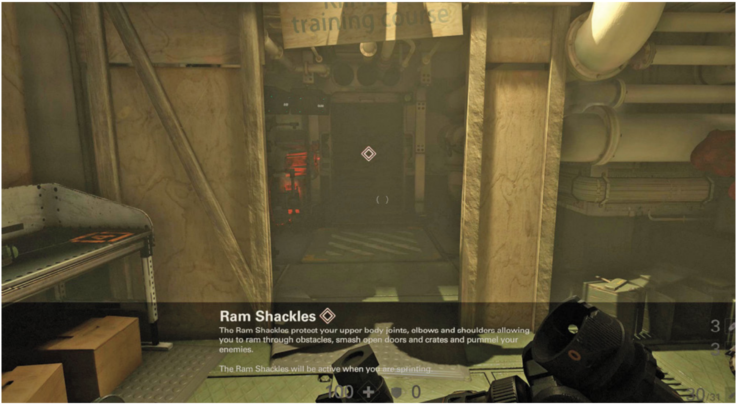
Once the Constrictor Harness is in place, crouch down and enter the pipe near Set. Crawl through the pipe until you arrive at the next area.

You must reach the far end of this corridor. Pallets of torpedoes block your way, but this is no problem for the Constrictor Harness. Crouch down and approach the pallets. Look under them, then move forward to crawl underneath. As you near the end of the second pallet, use your hatchet to perform a stealth takedown on the target representing an enemy.



Continue under more pallets until you reach the end of the corridor. Look for another pipe opening, and crawl through to enter the next room. Press the button to move the small platform, then crouch to descend to the lower service access. Follow the path to the end, then climb the stairs to return to Set and complete the training.

Ram Shackles Training



Ram Shackles ◇

The Ram Shackles protect your upper body joints, elbows and shoulders allowing you to ram through obstacles, smash open doors and crates and pummel your enemies.

The Ram Shackles will be active when you are sprinting.

3
3
100
0
30/31

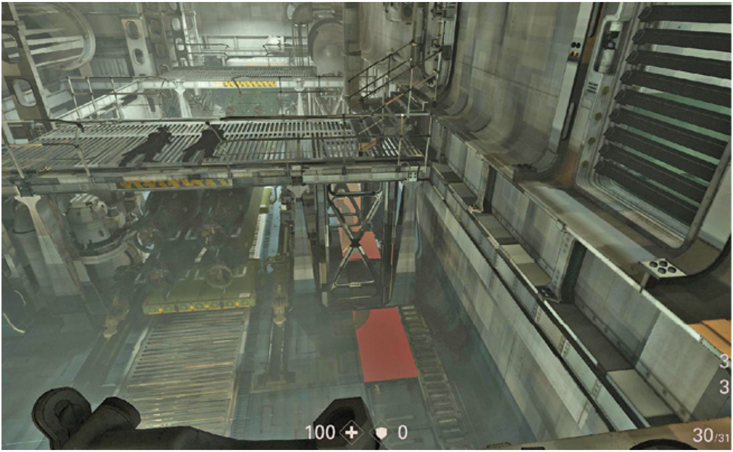
3
3
100
0
30/31

After donning the Ram Shackles, turn to the right to see a doorway blocked by wooden bars. Sprint toward the doorway to bust straight through it. Climb the ladder in the next room to reach a corridor.

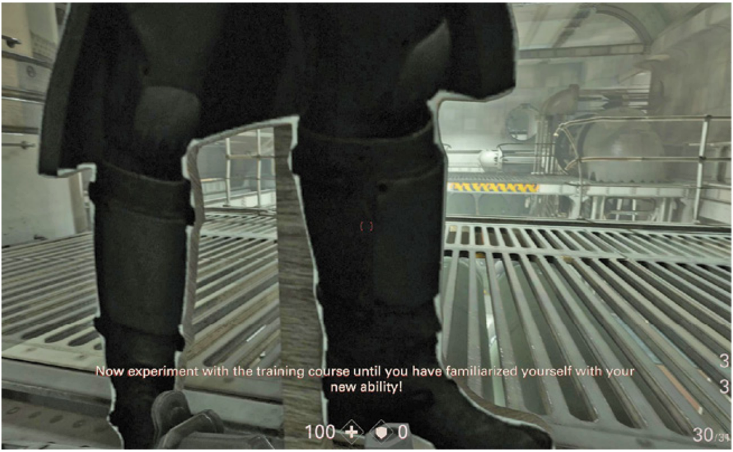
Follow the corridor around and break through another wood-barred doorway. Drop into the lower-level room.

Targets here represent enemies. Instead of opening fire, sprint at them to destroy them using the Ram Shackles. Once you get past the targets, break through another wooden barricade, then push the button to move the platform. Descend into the access passage and exit the training area. Continue until you return to Set.

Battle Walkers Training

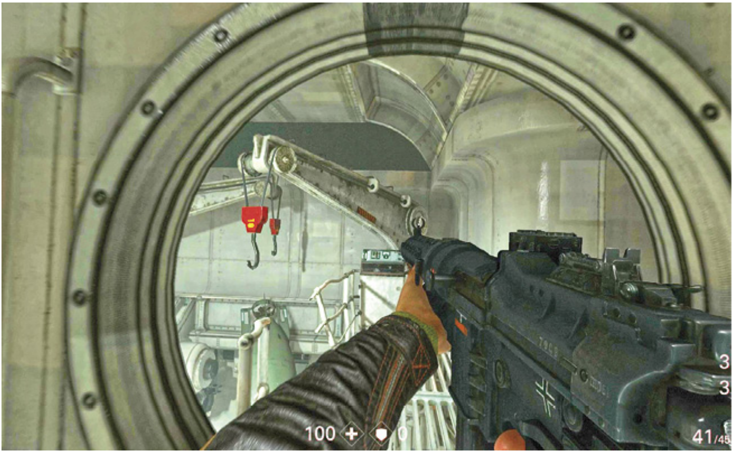


Put on the Battle Walkers and press the Jump button twice to activate them. This lifts you up. Walk forward to the platform; when you can go no farther, press the Crouch button to deactivate the contraption.



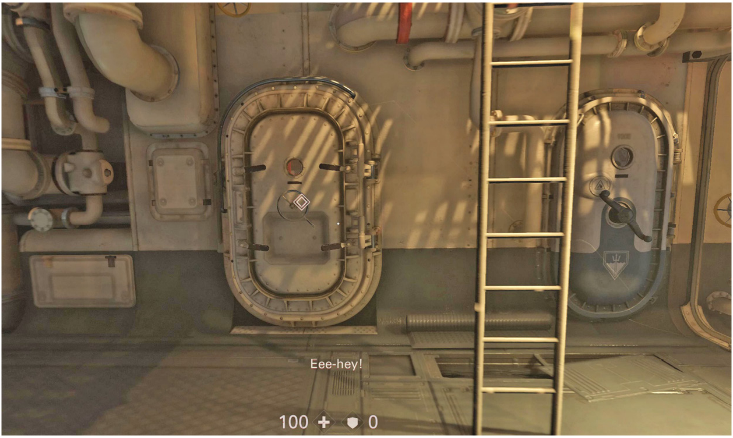
Now experiment with the training course until you have familiarized yourself with your new ability!

Drop into the training area. Two targets are positioned ahead on a catwalk. Activate the Battle Walkers and use your hatchet to take down the targets. Climb onto the catwalk, then drop back to the lower area.



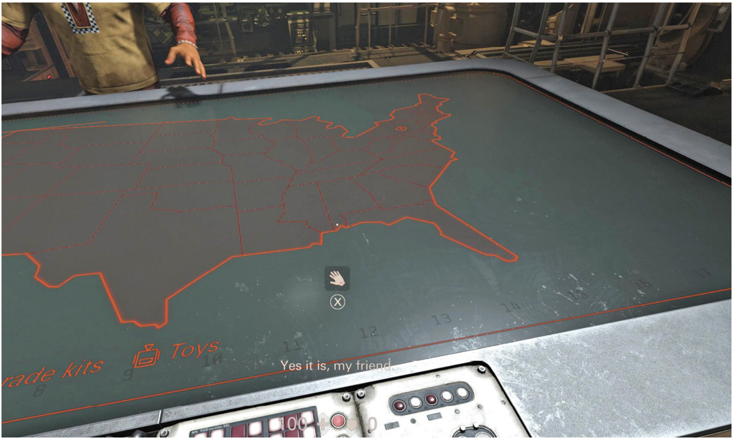
Traverse another catwalk. When you reach the end, raise yourself onto the platform. From there, crawl through the round hatch to reach the final room. Press the button to open the way to the service access area. Follow it to the end and head upstairs to Set.

OBJECTIVE: TALK TO GRACE


Eee-hey!

Now that you've got some practice under your belt using your new contraption, it's time to put your skills to use for real. Make your way to the command center, then open the hatch to Grace's quarters to talk to her. She has a new mission for you.

OBJECTIVE: SELECT MANHATTAN ON THE WAR MAP


Yes it is, my friend.

Exit Grace's quarters and return to the command center. Activate the war map, then select Manhattan as your destination.

RECOVER THE NEW ORLEANS DOSSIER

Manhattan, New York

July 30, 1961

The nuclear bunker in Manhattan is deep underground. You're dropped off on the upper floor of a ruined building directly over the site of the bunker. The area is still radiated, so you continuously lose health while exposed. Your vision is also affected.

OBJECTIVE [J]
Enter Nuclear Bunker
3
1
100
0
10

➤ MAP LEGEND KEY FOR COLLECTIBLES

C	Concepts
G	Gold
M	Map
R	Readable
S	Star Card
T	Max's Toy
U	Upgrade Kit
V	Vinyl Record

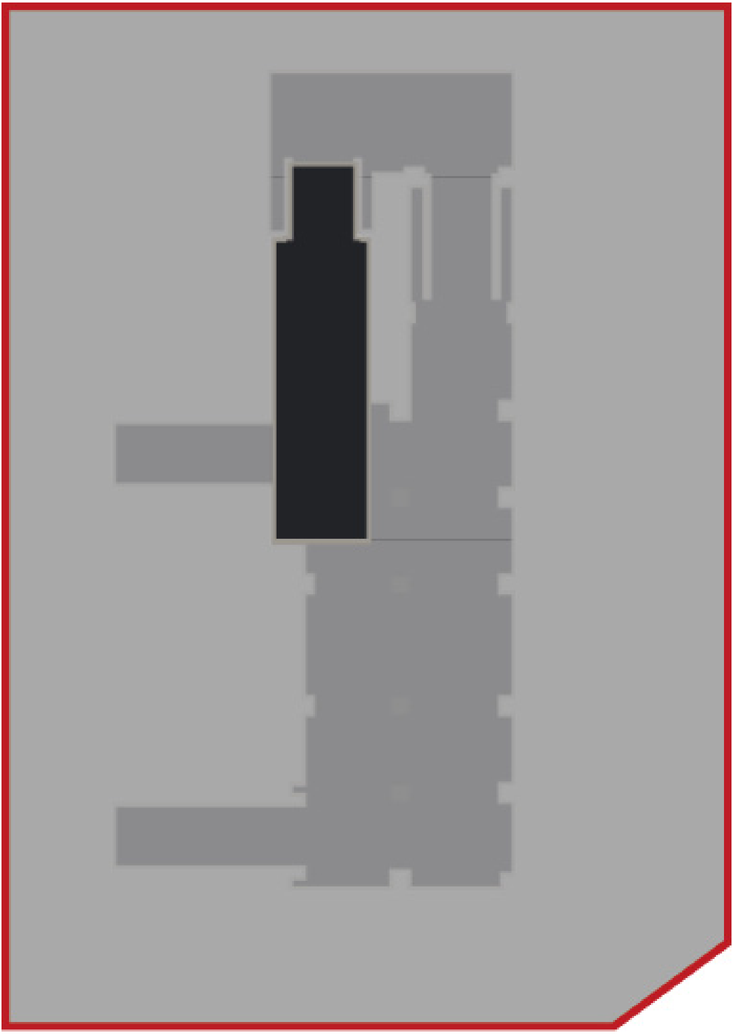
➤ *4th Floor*

➤3rd Floor

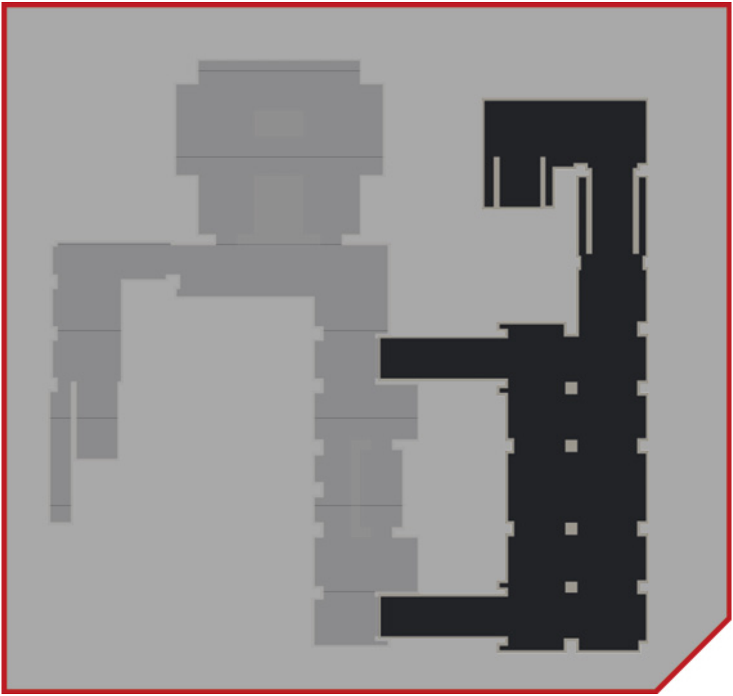
➤2nd Floor

➤1st Floor

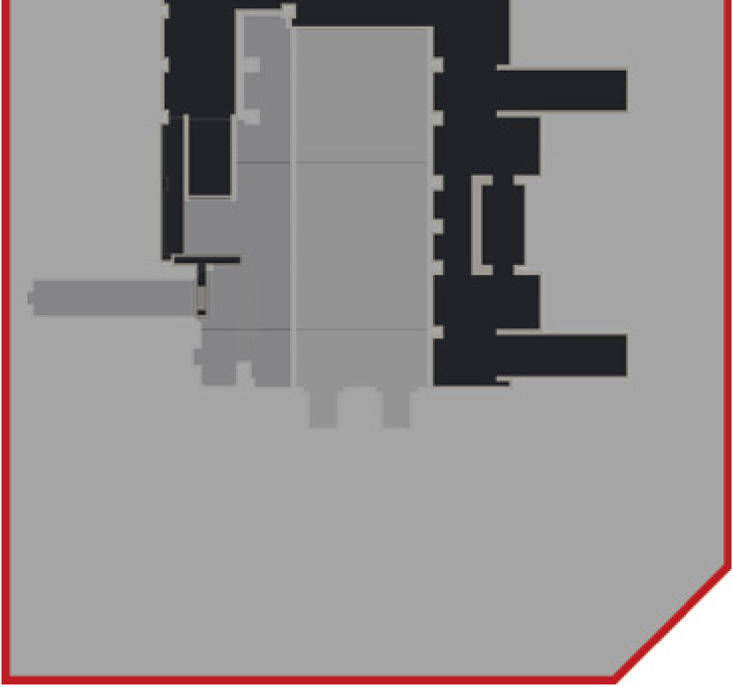
➤ Ground Floor



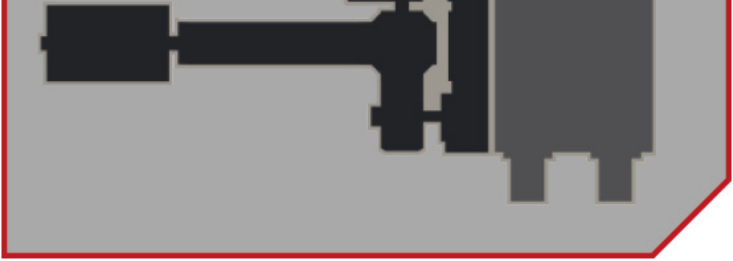
➤*Basement Level 1*



➤*Basement Level 2*



➤*Basement Level 3*

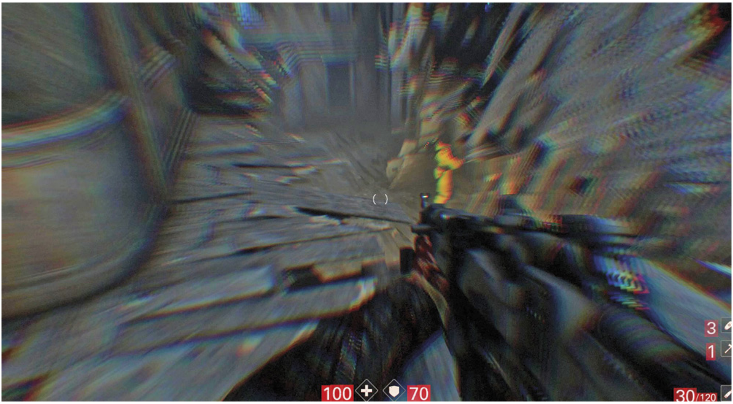


➤*Basement Level 4*

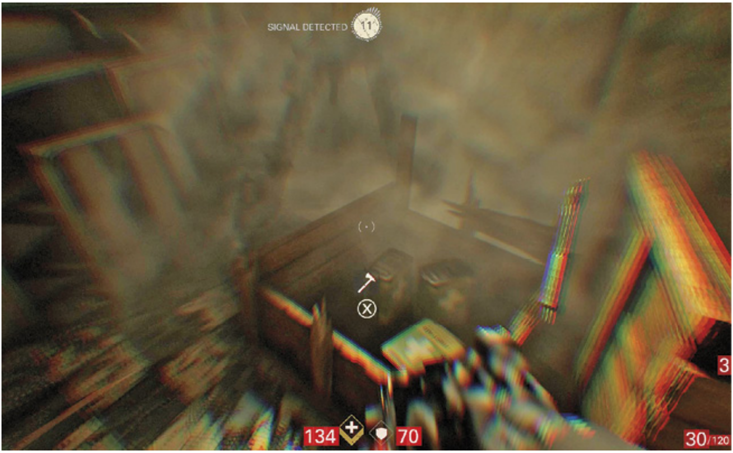
OBJECTIVE: ENTER THE NUCLEAR BUNKER

3
1
100
0
30/120

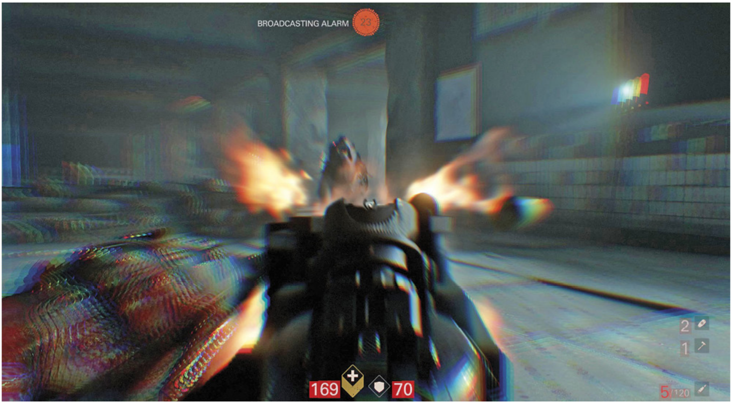
You must reach the bunker as quickly as possible, before your health is depleted. Look for first-aid kits along the way to restore some health, and armor to absorb some damage if you're attacked. From the fourth floor, drop through a hole to the third floor. Move forward and then down to a hallway leading to the second floor. An enemy in radiation gear patrols this area. Take him out with a stealth takedown. Pick up the first-aid kit at the end of the hall.



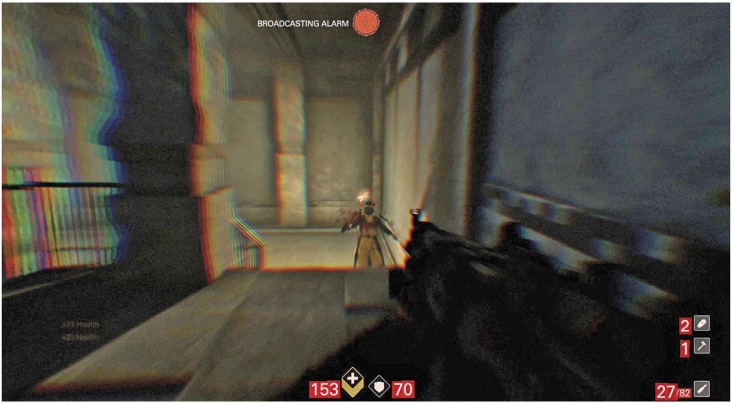
Enter the next room and quietly kill the enemy here—an easy task, since his back is to you. Quickly search the area for armor and ammo. Drop through another hole in the floor to reach the first floor. Throw a hatchet at the Soldier here, or move in for a melee kill. Stay quiet to avoid alerting other enemies and possibly taking damage.



Continue around the corner and follow a ramp down to the ground floor. The Soldier at the end of the ramp is the last one aboveground, so shoot or melee-attack him, then drop to the storage room on the first basement level. Break open a couple of wooden crates to find several first-aid kits. There are more on some shelves. You've got a fight up ahead, so you need all the health you can get. Drop through another hole in the floor to the second basement level.



This is where things get tough. Three Kampfhunds smell you and come running. You can't outrun them, so gun them down. Use the Sturmgewehr to quickly deal with the Soldier and Kommandant in this area, then take a ramp down toward the abandoned subway station.

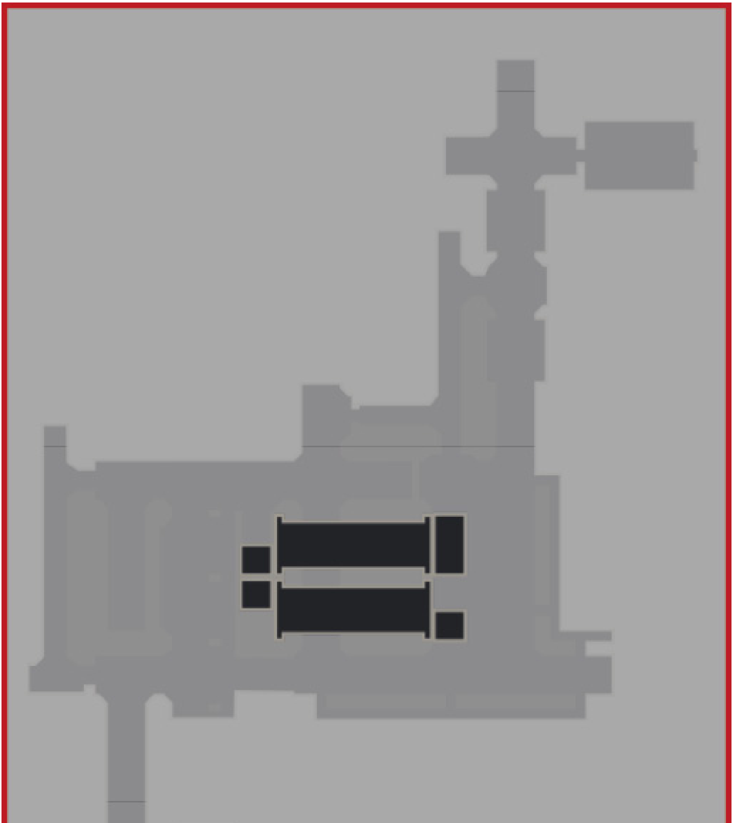


The doorway from the station leading to the bunker is blocked by wooden barriers. Depending on which contraption you chose, do one of the following:

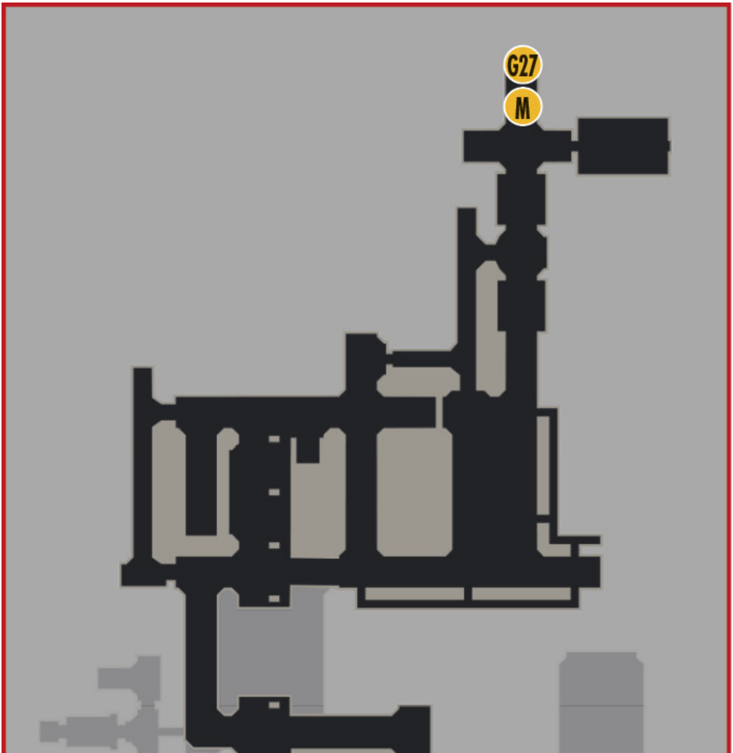
- **Constrictor Harness:** Crawl through a small duct.
- **Ram Shackles:** Sprint through the barrier.
- **Battle Walkers:** Follow the walkway to the right of the final ramp. Raise yourself onto some containers and then a catwalk, then drop into the room on the other side.

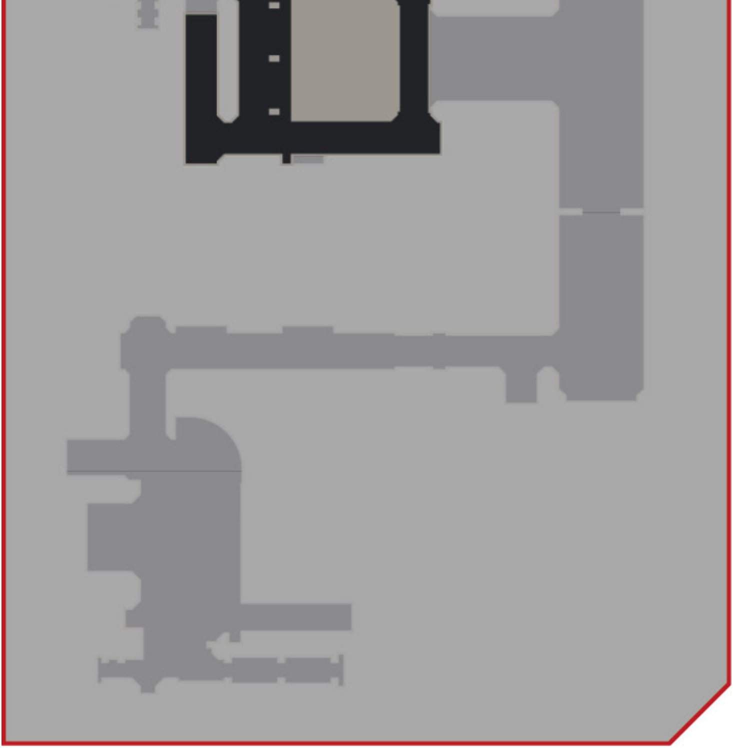
Once you're inside, continue to a steel door. Press the button beside it to enter the decontamination chamber. At this point, the decontamination process begins and you're no longer affected by radiation.

OBJECTIVE: FIND THE COMMAND CENTER

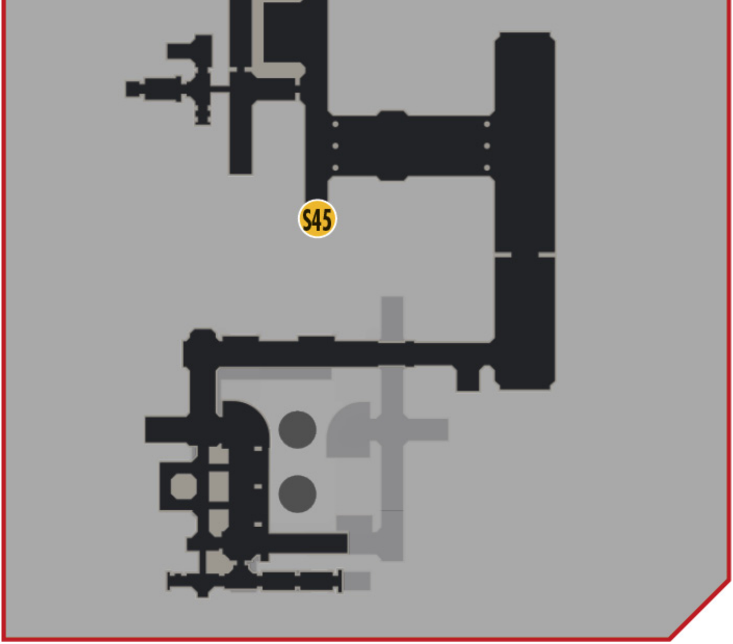


➤ *Basement Level 3*

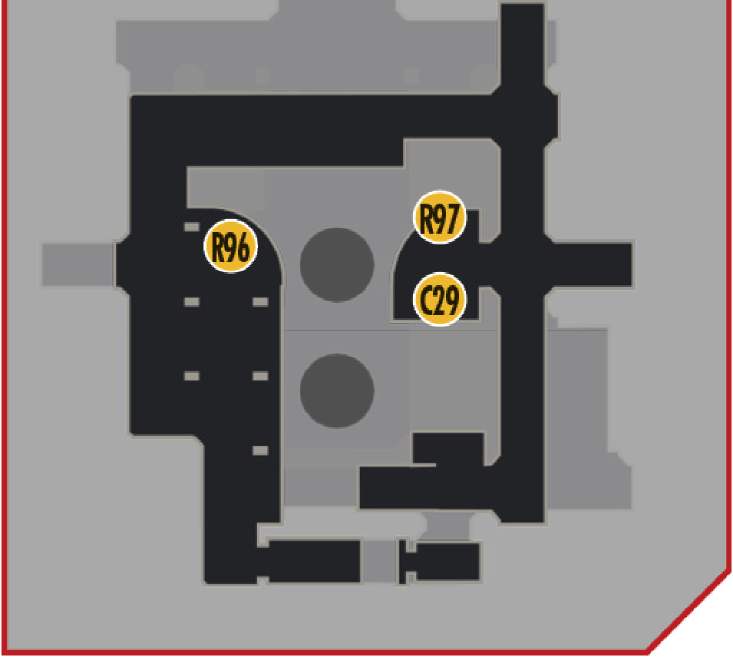




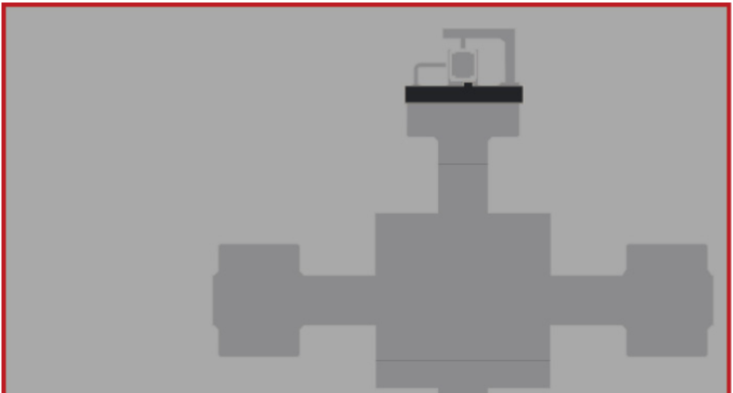
➤ *Basement Level 4*

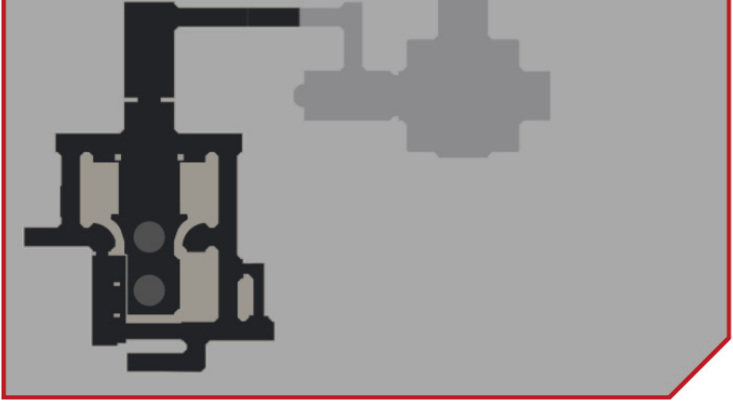


➤ *Basement Level 5*

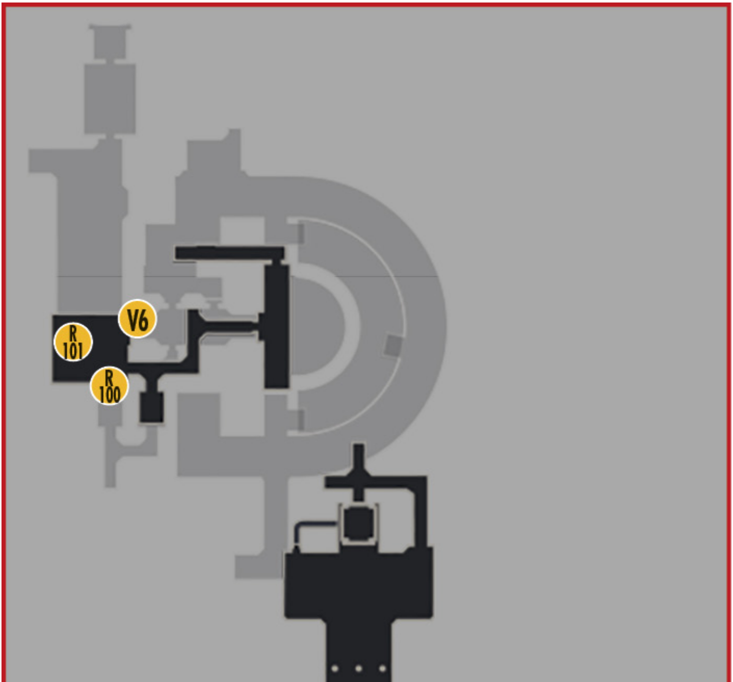


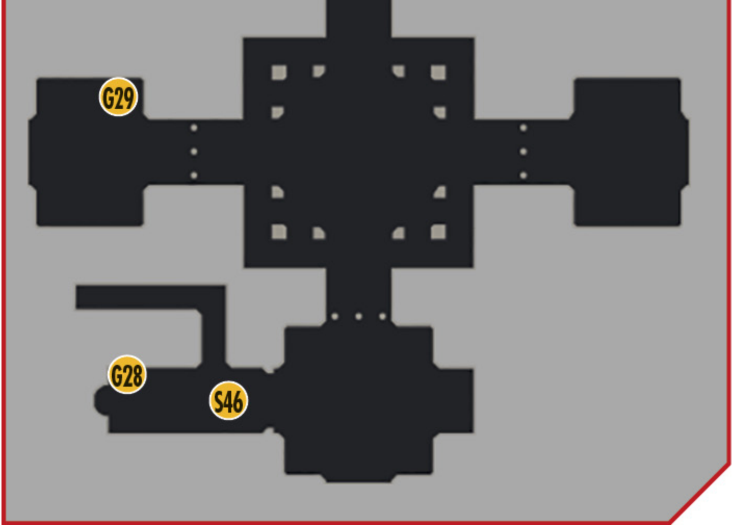
➤ *Basement Level 6*



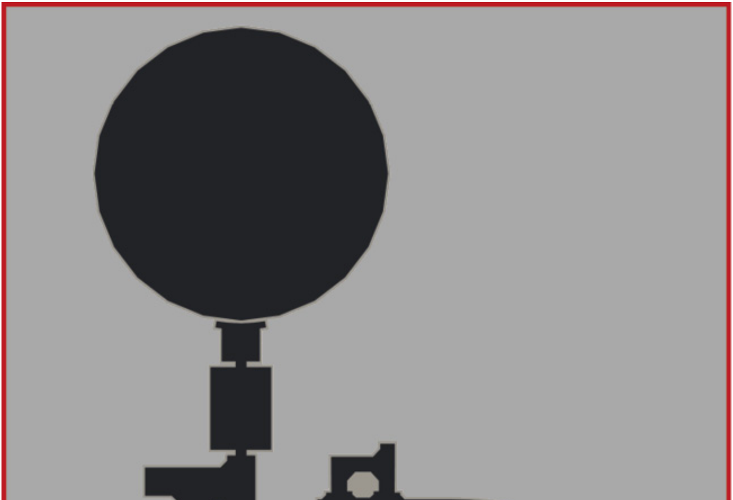


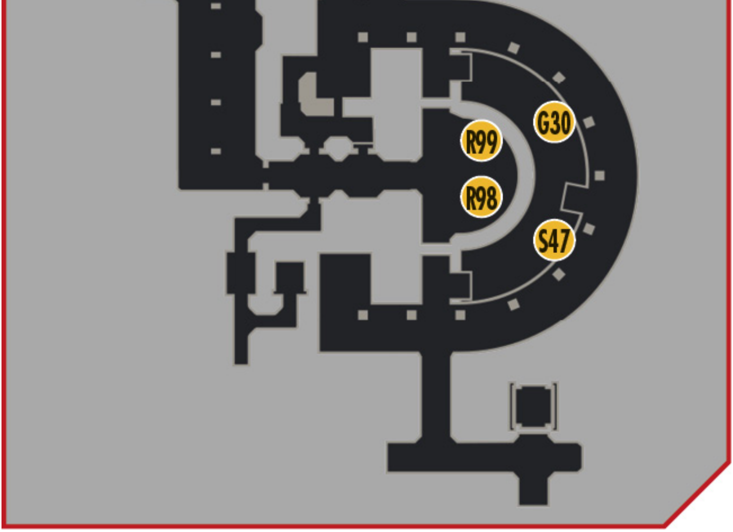
➤ *Basement Level 7*



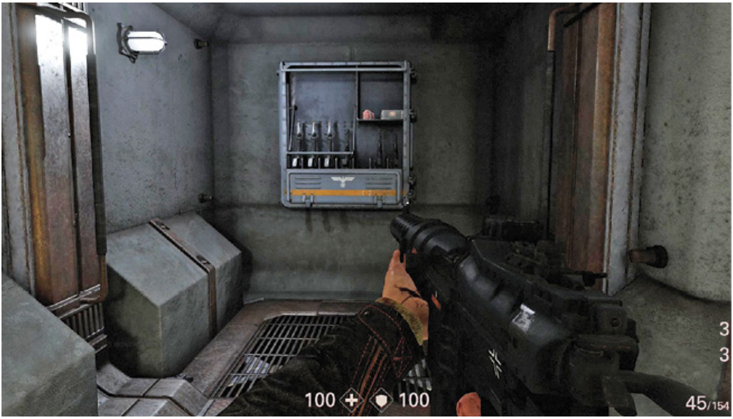


➤ *Basement Level 8*





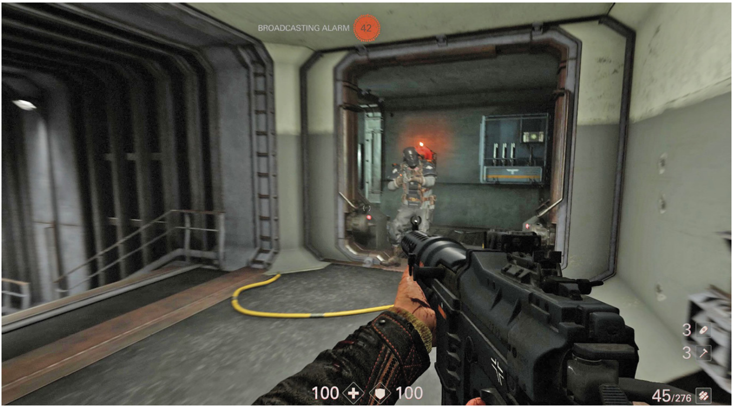
➤*Basement Level 9*



Now that you don't have to worry about radiation, you can take your time. You're currently on Basement Level 4. To prevent all the Soldiers in the area from coming at you at once, maintain stealth as long as possible and eliminate one at a time. This is tough to pull off in the bunker, but worth the effort. Near the entrance, look for armor and ammo. Stock up—you'll need it.

100
100
3
3
45/289

The first corridor is empty of enemies, but as you move farther into the bunker, you see patrolling Soldiers. This level also contains ÜberSoldaten. To cause a lot of damage and draw enemies to you instead of hunting them down, use the mounted heavy weapon at one end of the larger area. It provides unlimited ammo as long as it's mounted. You can dismount and carry it, but this causes its ammo to run out. Alternatively, you can use your own heavy weapon, since this level offers a place to refuel/recharge.

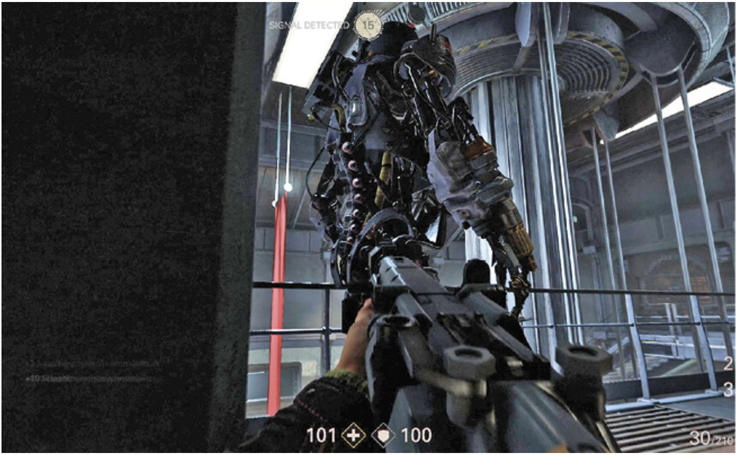


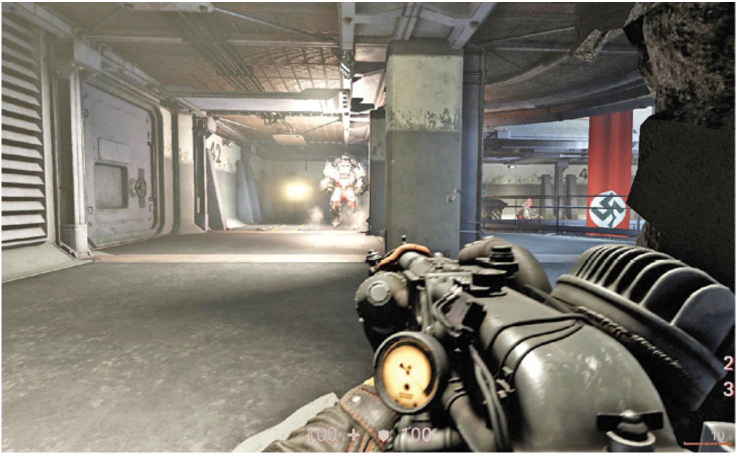
Once the shooting starts, use the corridors for cover and clear out all enemies. Stay on this level and consider your contraption options:

- **Constrictor Harness:** Access to several ducts lets you move through the walls and come out behind enemies.
- **Battle Walkers:** Get up to the Basement Level 3 platforms and shoot down on the enemies.

53
2
3
100
100
30/210

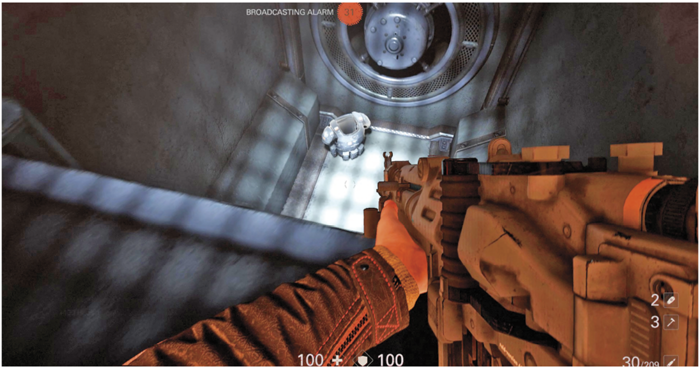
Once Basement Level 4 is clear, head downstairs to Level 5. If you caused a lot of noise, all enemies originally down here should have already come up to you, which means the area is clear. If not, finish off any remaining enemies. Advance through large vents that open and close automatically, then follow the corridor on the other side around, eventually past windows that look out on enemies below. Stay low and keep moving.



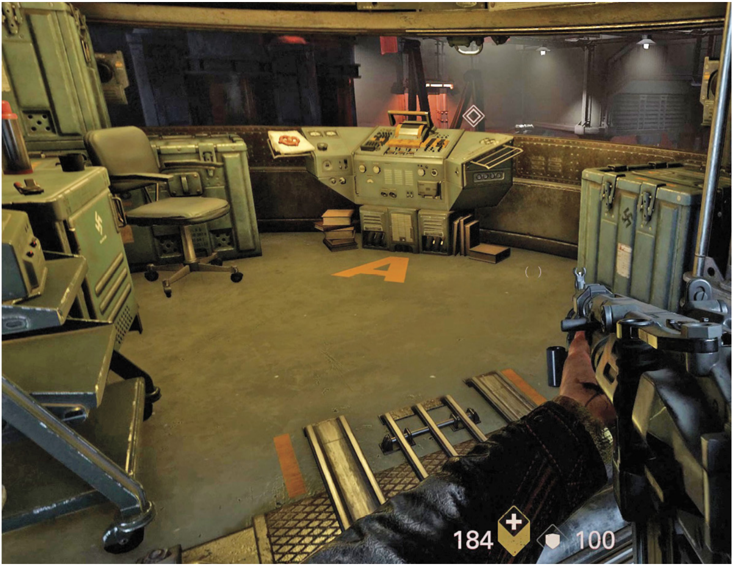


By staying quiet, you can sneak up on an ÜberSoldat and take him down before he attacks. Since other enemies are in the area, this may cause an alarm to sound. Head downstairs to Level 6—a SuperSoldat is waiting for you. Use your heavy weapon to take him out, then clear the remaining enemies, including a Kommandant. Take the stairs down to Level 7.

THE STEALTH APPROACH

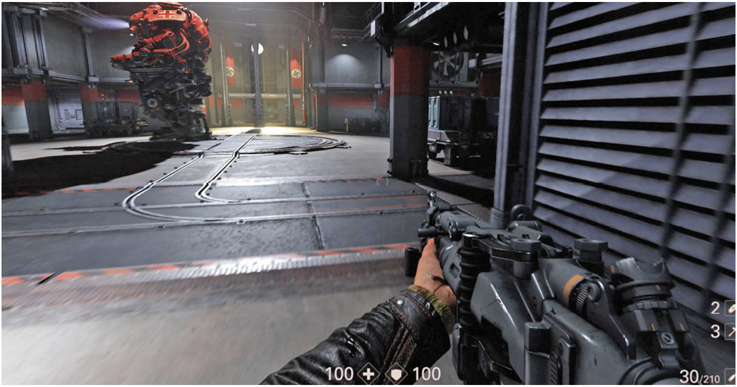


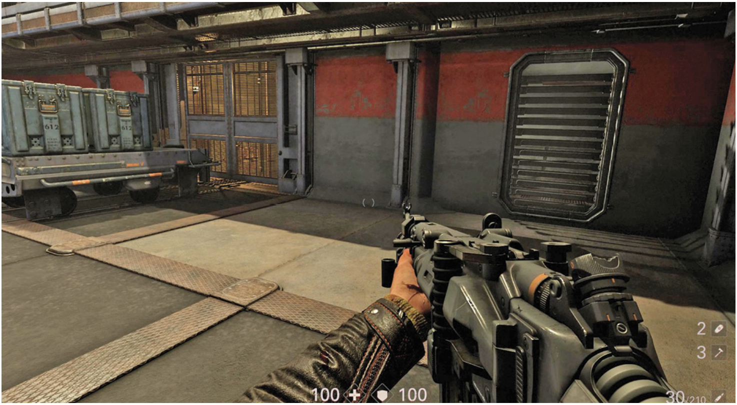
If you have the **Constrictor Harness**, there's a way to get down to Level 7 from Level 5, bypassing most of the enemies. Instead of destroying the ÜberSoldat, move past it. Enter the small duct at the end of the corridor to reach a small area. Follow it to the end and drop to Level 6 right next to some stairs that take you down to Level 7.



Basement Level 7 contains two small control rooms. Pull the lever in each one to open the large door that leads to the command center. Head down some nearby stairs, enter the now-open doorway, and follow the ramp down to Level 8.

OBJECTIVE: ENTER THE COMMAND CENTER





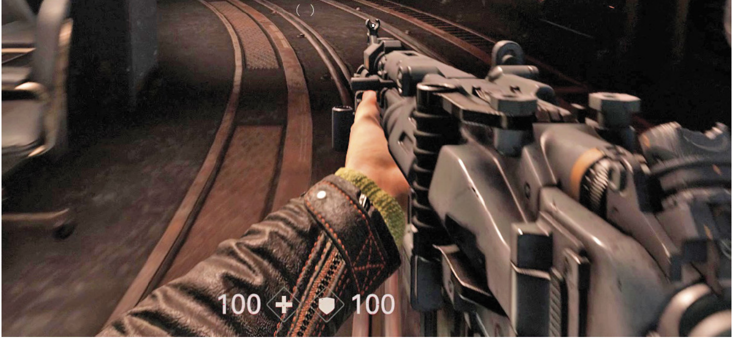
Continue until you come to some large vents. When they open, you can enter a big room guarded by a Zitadelle. This enormous mech moves back and forth. You must get past it without being seen. Wait until it walks to one side, then move in and hide behind some crates. Cross straight through the room and another set of vents.

Traversing the room on the other side of the vents requires your contraption:

- **Constrictor Harness:** Crawl through a duct.
- **Ram Shackles:** Bust through a barrier.
- **Battle Walkers:** Raise yourself up to a catwalk.

Regardless of your method, you end up at an elevator. Press the button and ride it down to Level 9.

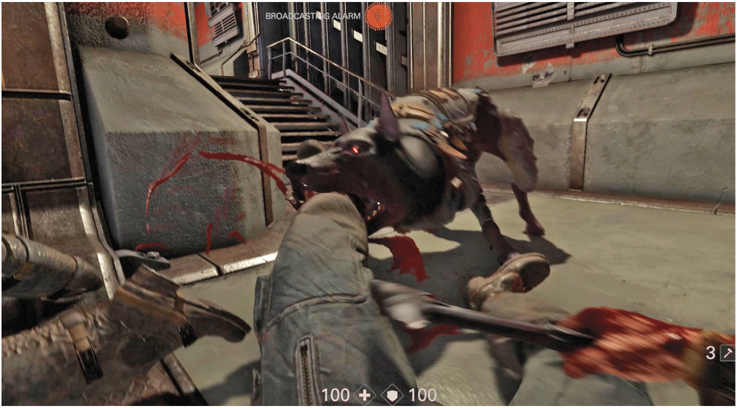
BROADCASTING ALARM
36
16



Proceed down the corridor toward the command center, which is a bunker inside a bunker. As you turn a corner, you come under fire from a heavy weapon shooting through slits. Move to the right and stay low, following the curving corridor around to the side of the command center. Kill approaching enemies along the way. When you reach the end, use your contraption to enter the command center. Note that the **Battle Walkers** get you into the command center's upper level, while the **Constrictor Harness** and **Ram Shackles** put you on the main floor.

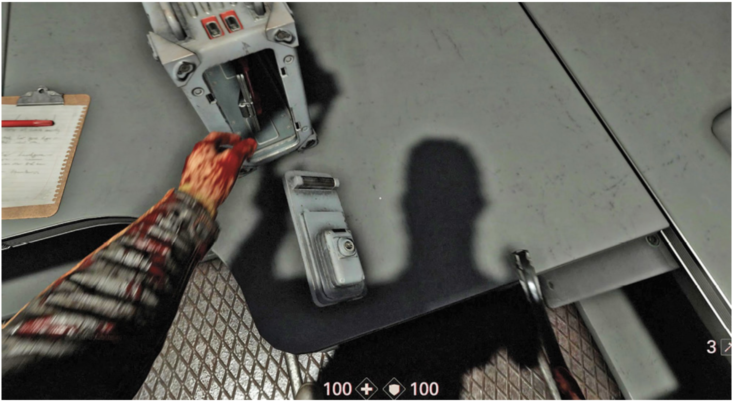
OBJECTIVE: PICK UP THE DOSSIER

BROADCASTING ALARM
14
13
3
100
100
30/116

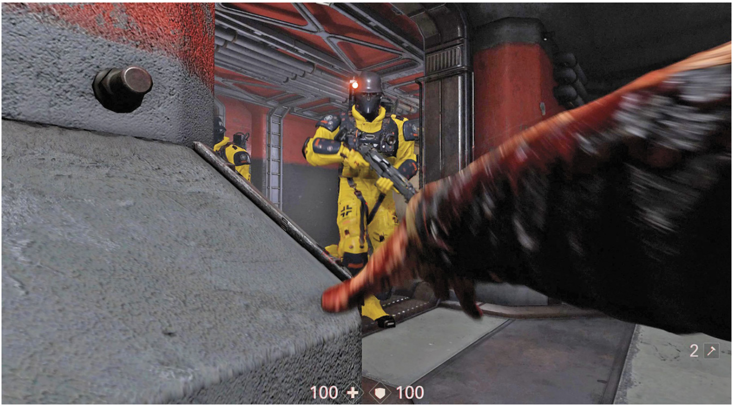


The numerous enemies inside the command center include Panzerhunds, a variety of Soldiers, and two Kommandants. Fight your way through. There's no need for stealth; this is pure carnage. Since the command center's passageways restrict movement, enemies tend to bunch up, making great targets for grenades or your heavy weapon.

If you start down on the main floor, work your way to the upper level. If you're already there, cross the walkway to the room in the back. There you find the New Orleans dossier. Open the container and grab the dossier to complete the main objective of your mission.

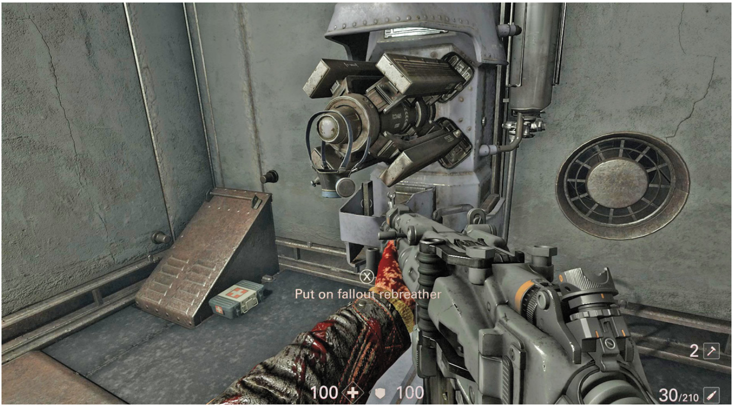


OBJECTIVE: SECURE A FALLOUT REBREATHER



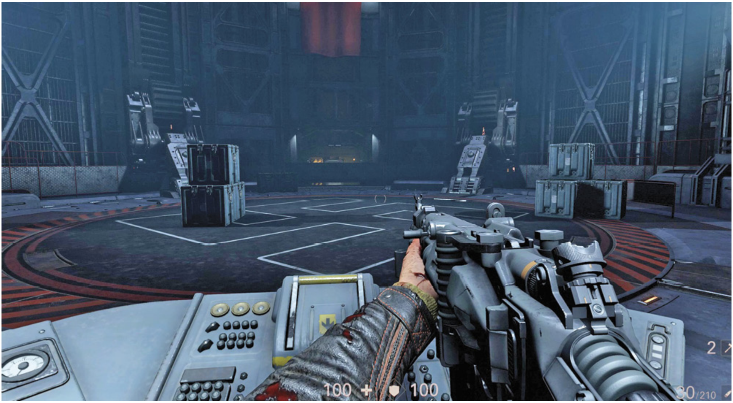
The Nazis have opened the secure doors to the outside and let in the radiation. They're serious about preventing your escape.

After you pick up the dossier, the exit is directly ahead of you. Jump over the table and drop to the level below. Soldiers in hazmat suits have entered the area, blocking your way. You don't want them coming up behind you later, so clear them out now.

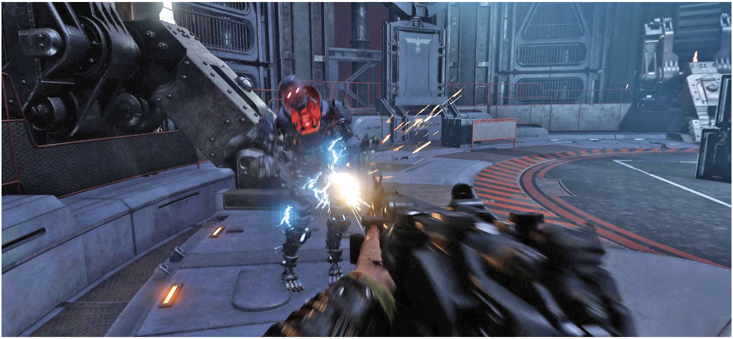


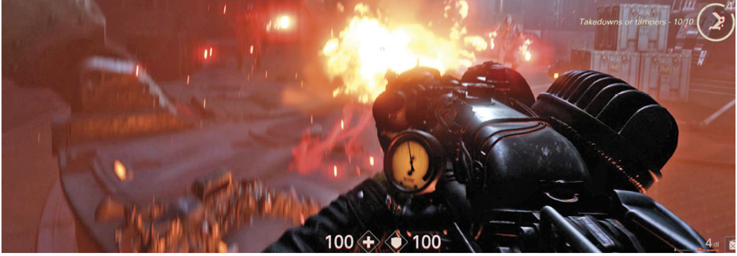
Kill them quickly; the radiation is draining your health. Continue to the next room and pick up the rebreather so the radiation no longer harms you. Grab some armor too—the fighting isn't over quite yet.

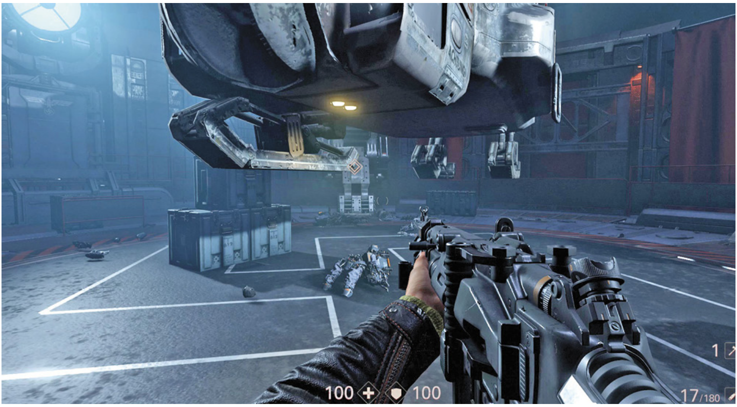
OBJECTIVE: EXIT THE MANHATTAN NUCLEAR BUNKER

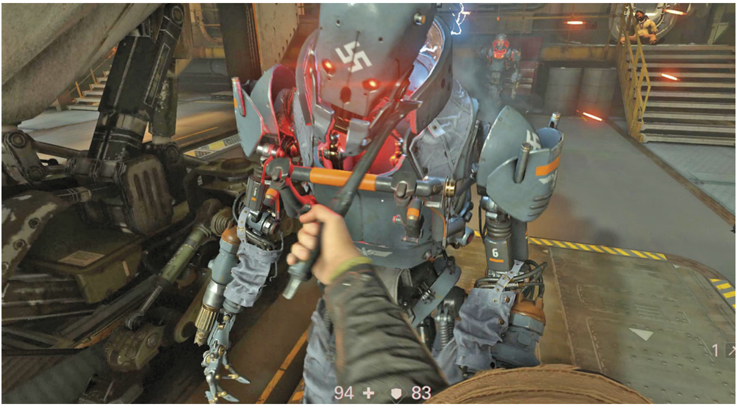


Advance into a large circular room. This is an elevator that takes you back up to ground level so you can escape. Pull the lever on the control panel to begin your ascent.









As the elevator begins moving, ÜberSoldaten fly in and attack. Take cover and engage them. If possible, move in close and dispatch them with your hatchets.

Don't forget your heavy weapon; this is the perfect time to use it. Many of these robotic enemies attack at once and rapidly deplete your armor and health, so you need to take them out fast.

Once all enemies are eliminated, the Resistance helicopter flies in. Jump aboard to complete the mission and return to base.

Your progress hits another snag. It seems a couple of ÜberSoldaten have hitched a ride with you. After you land, they attack. They injure your pilot, Bombate, and come after you next. Fight them off and go to Bombate to end the level.

Walkthrough

New Orleans

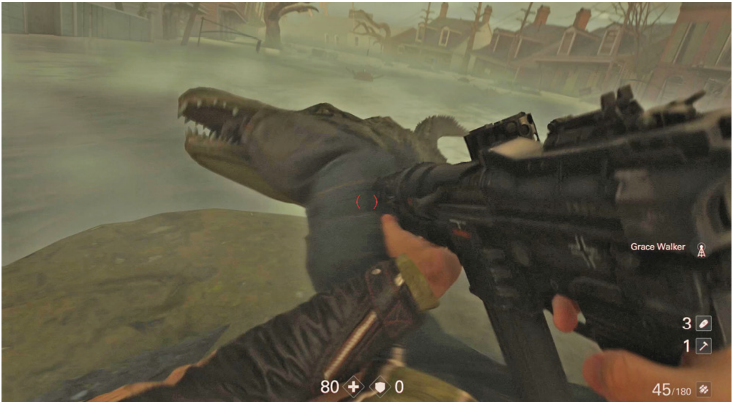
NEW ORLEANS

RESCUE HORTON

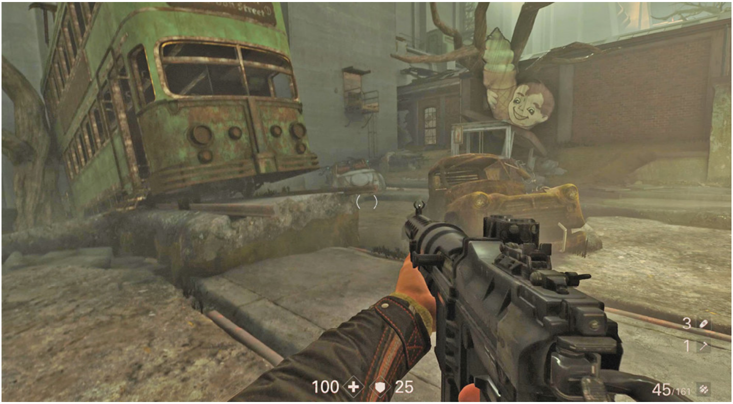
New Orleans, Louisiana
July 31, 1961

The Nazis have built a giant wall around New Orleans. Your mission is to infiltrate the city, meet with the Resistance leader there, and convince him to join up with the Kreisau Circle.

OBJECTIVE: ENTER THE GREAT WALL



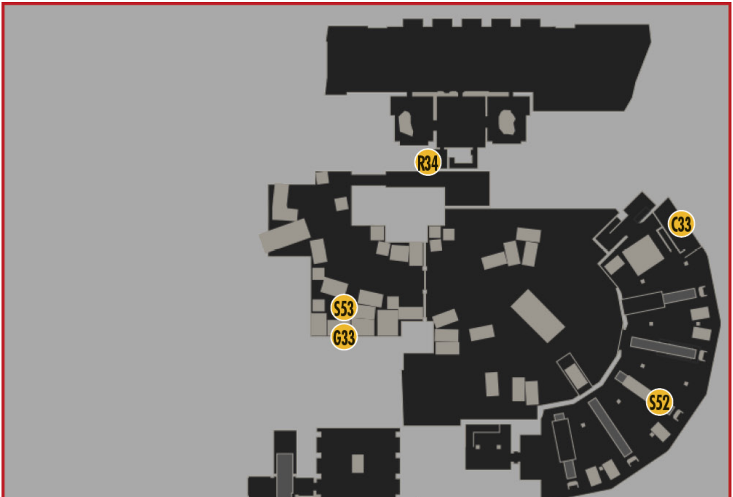
As you begin advancing through the remains of New Orleans, watch out when moving near the water. Alligators attack you if you get too close. It's best to stay on the land.

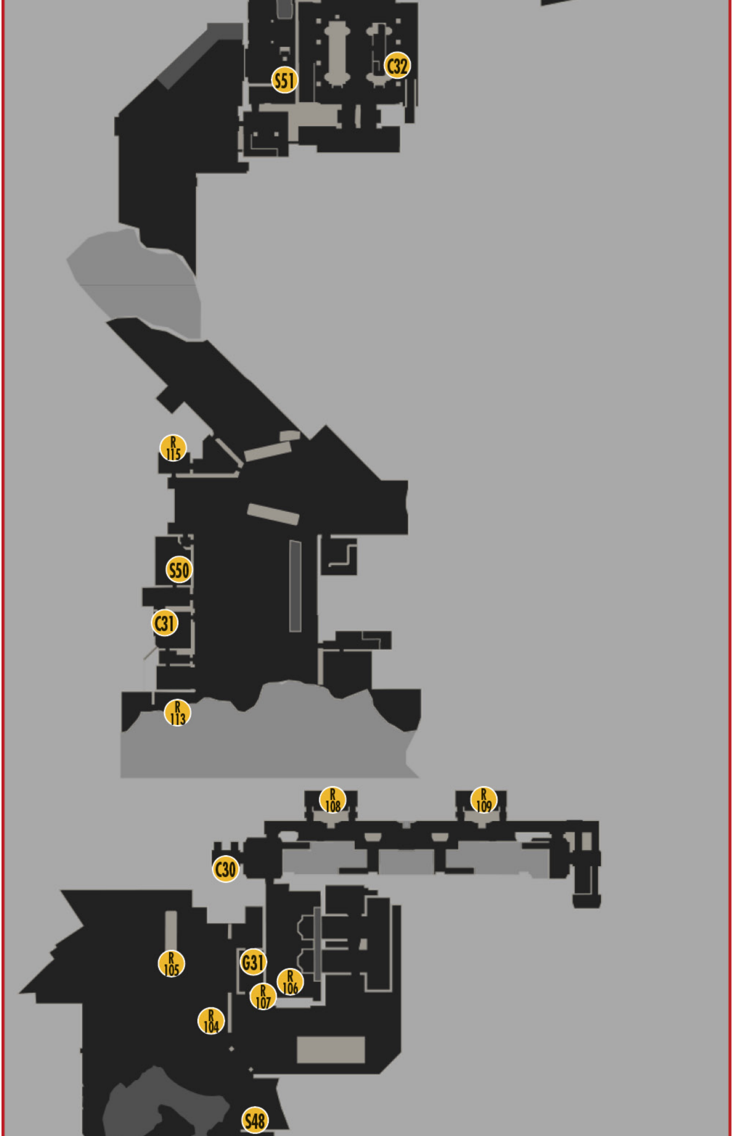


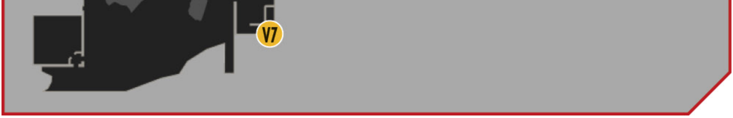
Search the buildings for Collectibles and other pickups, then head toward the wall. Spot the small hatch in the wall's side, and climb the ladder to reach it. Use your hatchet to open the hatch, then crawl through the duct to enter the wall.

➤ MAP LEGEND KEY FOR COLLECTIBLES

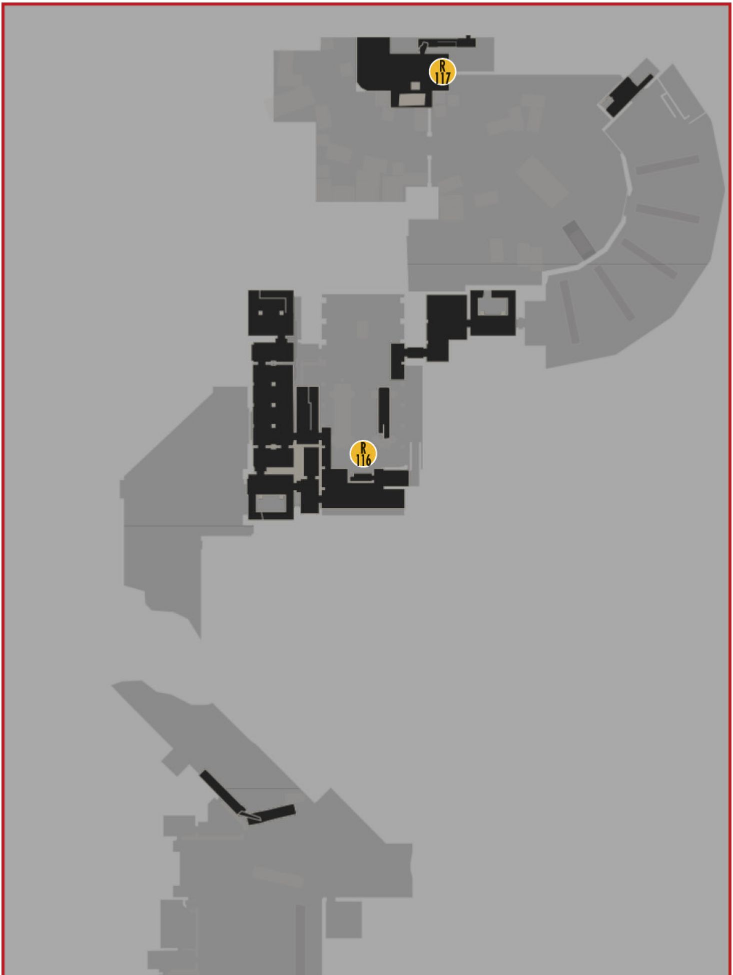
C	Concepts
G	Gold
M	Map
R	Readable
S	Star Card
T	Max’s Toy
U	Upgrade Kit
V	Vinyl Record

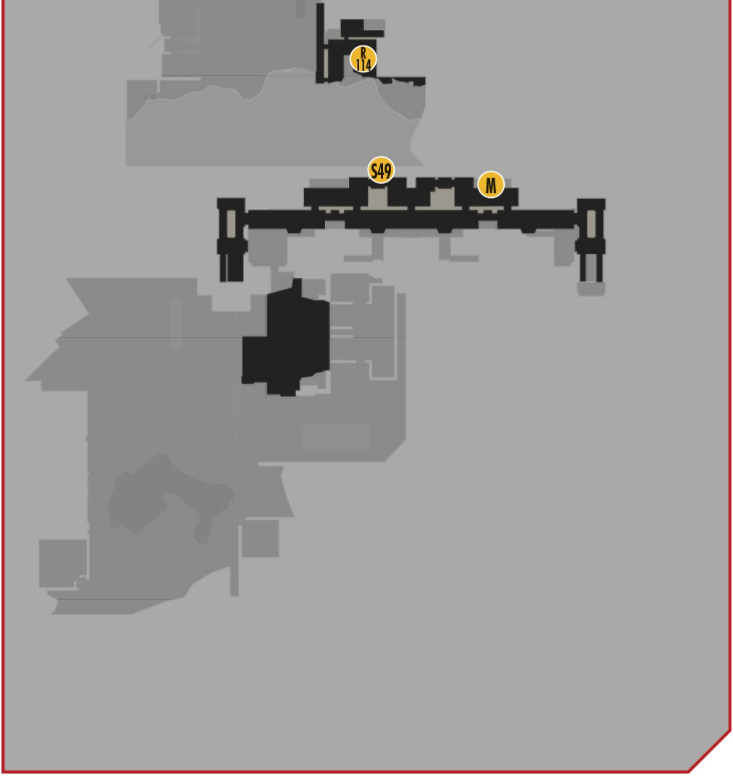






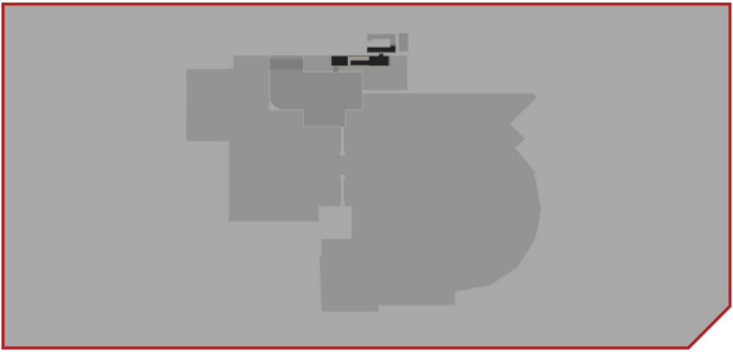
➤ *Ground Floor*



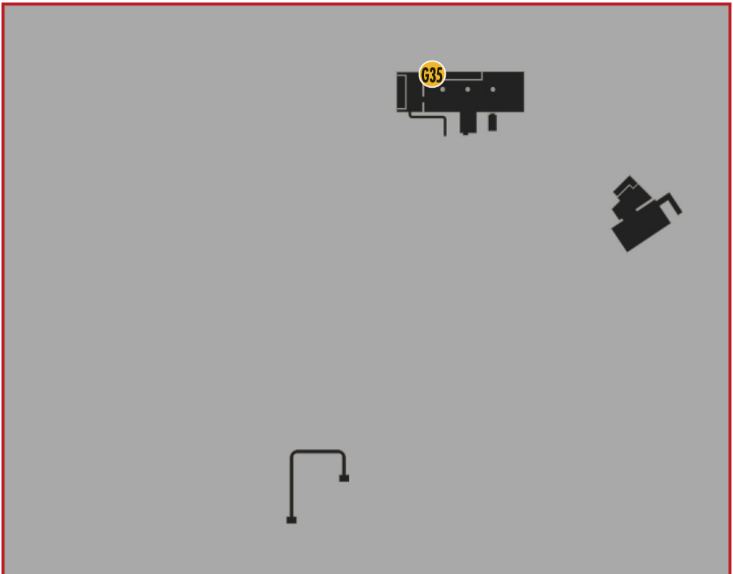


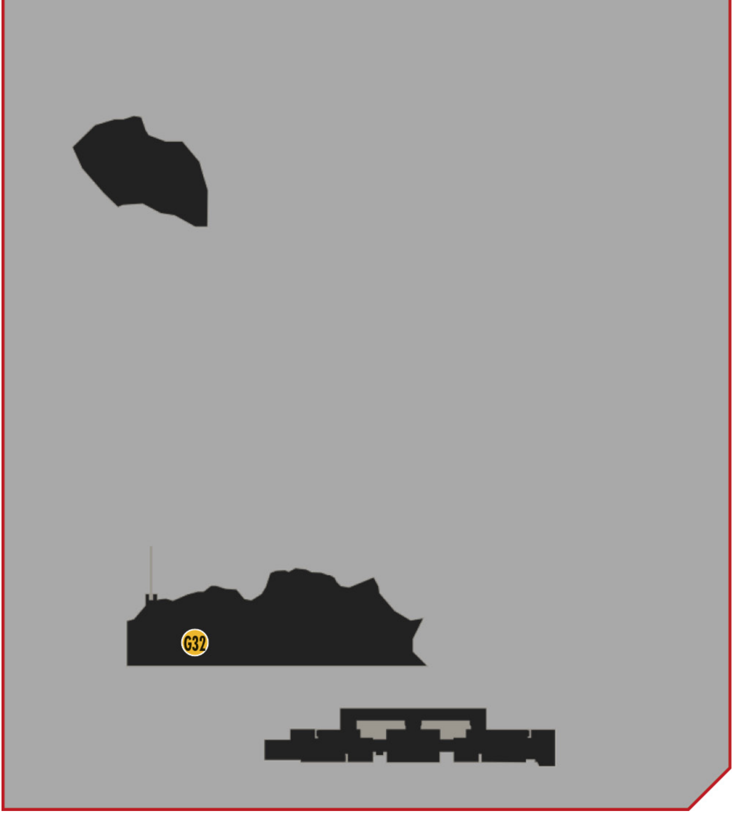
➤ *1st Floor*

➤ *2nd Floor*



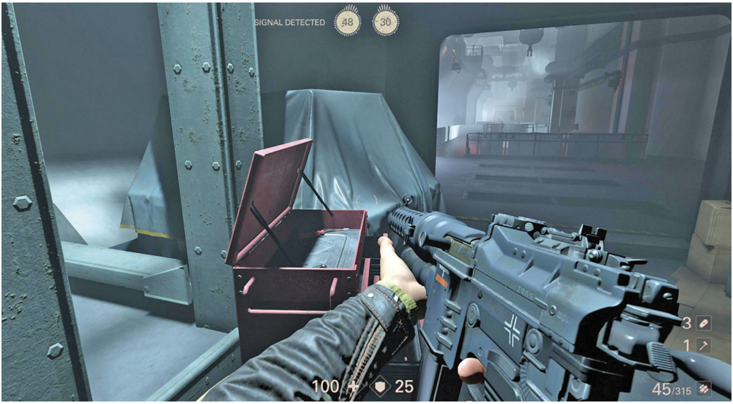
➤ *3rd Floor*





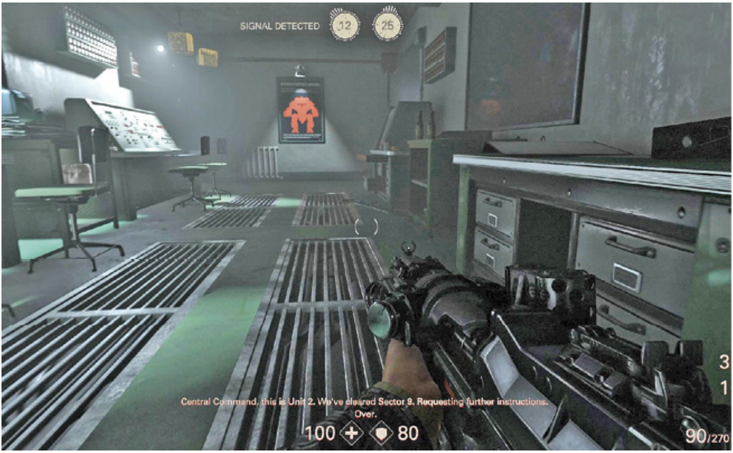
➤ *Basement Level 1*

OBJECTIVE: ENTER THE GHETTO



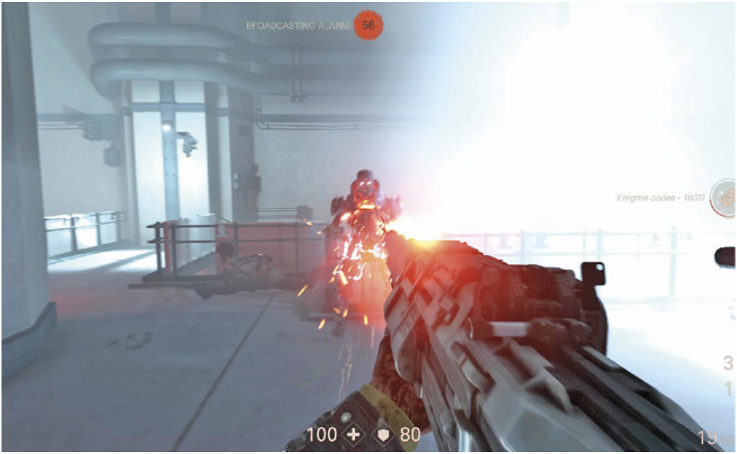
You drop into a small supply room, so stock up on ammo and look for a Collectible. There are two Kommandants in this area, along with several other enemies. The longer you can stay stealthy, the better. You've got refueling/recharging stations nearby to top up your heavy weapon, but they're not grouped together here. Take note of your weapon's station:

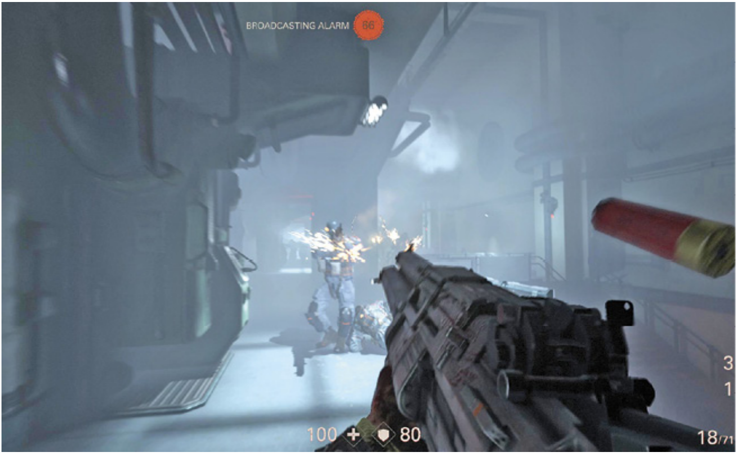
- **Dieselkraftwerk:** Find the diesel station outside the doorway of the supply room.
- **Laserkraftwerk:** Find the charging station downstairs in the basement level.



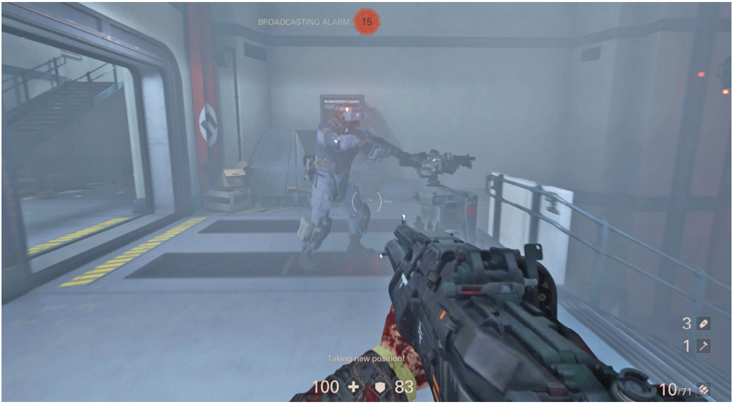
Central Command, this is Unit 2. We've cleared Sector 9. Requesting further instructions. Over.

Stay on the ground floor and proceed along the main walkway. Several Soldiers are patrolling ahead. Rather than engaging them immediately, duck into the control room off to the left side for more supplies and a Collectible. A Kommandant usually patrols this area, so watch for him. Take him out quietly if possible.

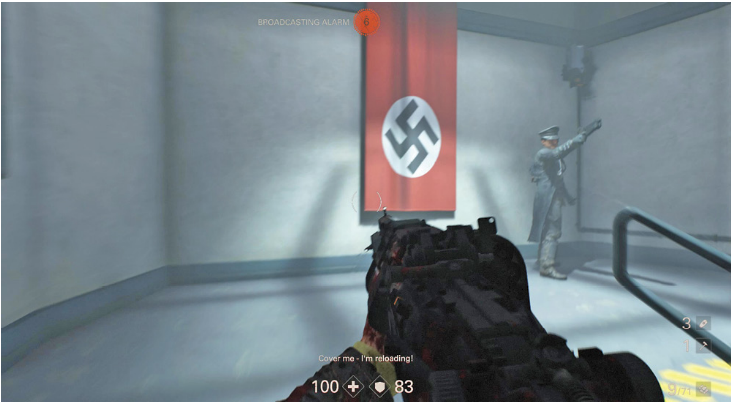




The numerous enemies here make staying quiet difficult—the stealth approach is unlikely to last long. In addition to the Soldiers, you have to contend with an ÜberSoldat. Use the control rooms for cover. The Schockhammer works well in these short-range engagements. With refueling/recharging stations nearby, your heavy weapon is a good option too.



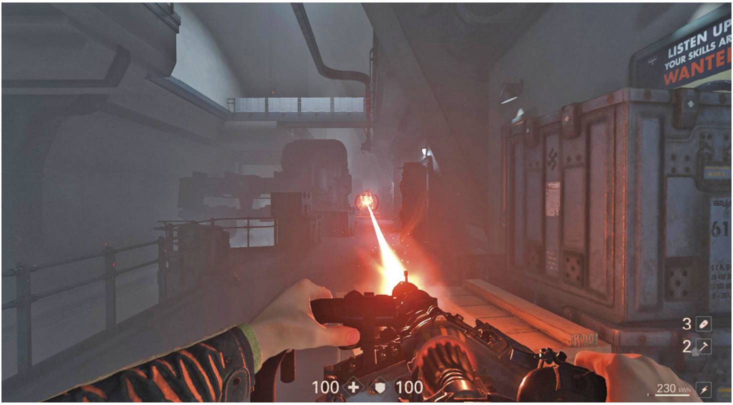
Advance to the far end of this area, clearing enemies as you go. There's a Sniper and a turret at the far end, so stay low and utilize the control rooms to avoid giving them an easy long-range shot at you.



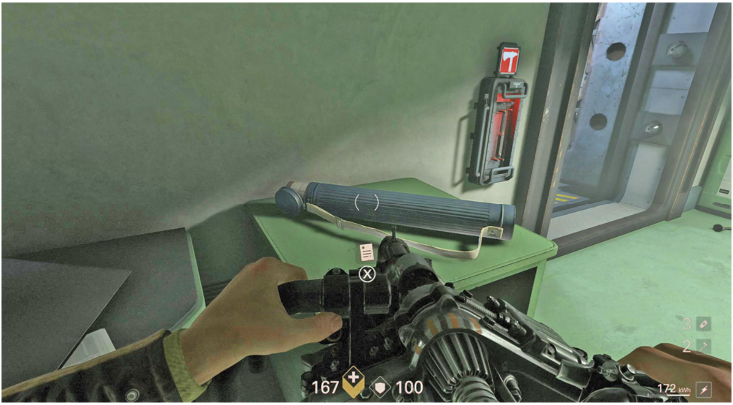
The second Kommandant can often be found near the stairwell at the far end. Push toward him to silence the alarm and prevent reinforcements from pouring into the area. Once all's clear, backtrack and search the control room and basement area for Collectibles, ammo, armor, and first-aid kits.

HEAVY WEAPONS

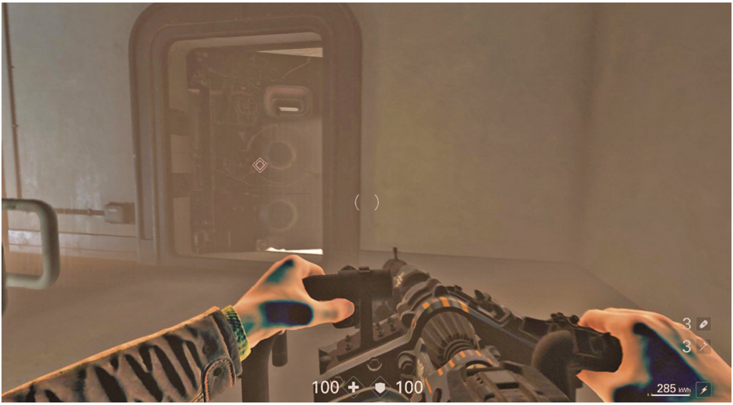
This mission offers several stations for refueling/recharging heavy weapons you carry on your person, as well as those you find. The turret at the end of the first area is a Lasergewehr. Pick it up and charge it at the station in the basement level for some heavy firepower as you continue. You can always drop it if you need to change weapons or increase your movement speed.



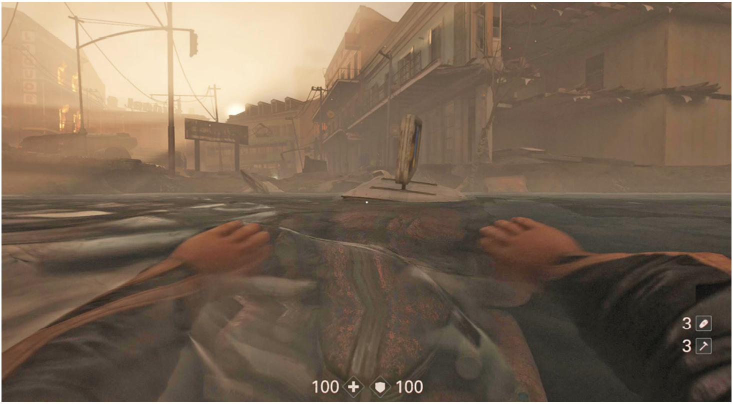
Once you're ready, head upstairs to the first floor. This walkway contains several enemies, including a SuperSoldat. The Lasergewehr or your heavy weapon makes short work of it. Continue advancing along the walkway, clearing it out as you go.



Move into the control room and pick up the map. This reveals everything from the bayou where you entered, all the way to the American Bank. If you prefer to avoid the walkway, consider transitioning from control room to control room by crouching down and crawling under the pipes.

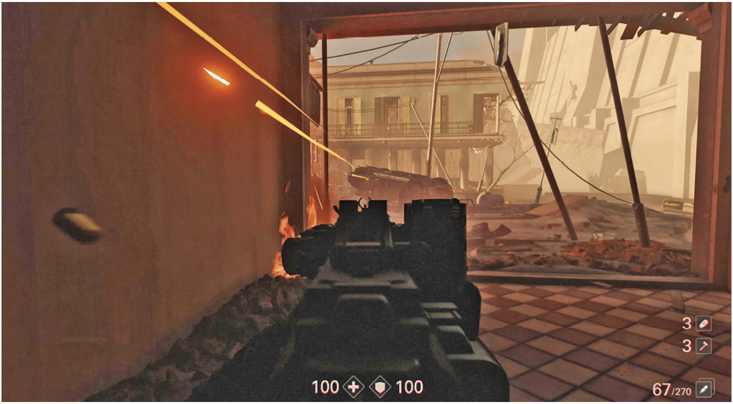


Regardless of your method, keep going all the way to the end of the area and take the stairs to the second floor. A large door there is partially open. Push it so you can walk through and exit the wall.

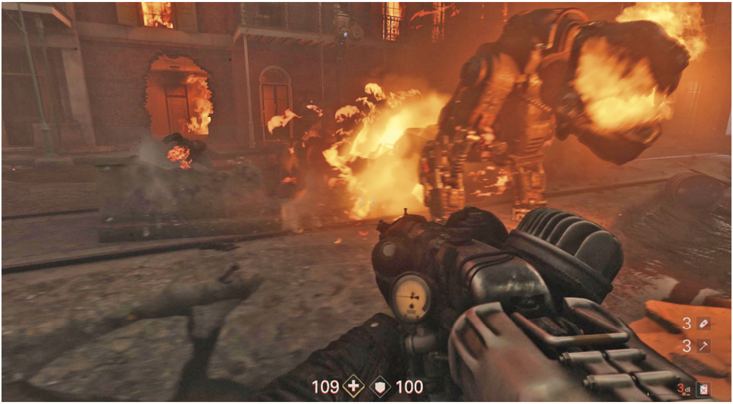


Drop into the water and swim for the shore. There are several enemies in this area, including a Panzerhund. Too bad you can't swim while carrying that Lasergewehr. Swim left or right to find cover in the buildings on either side of the street.

OBJECTIVE: REACH THE AMERICAN BANK

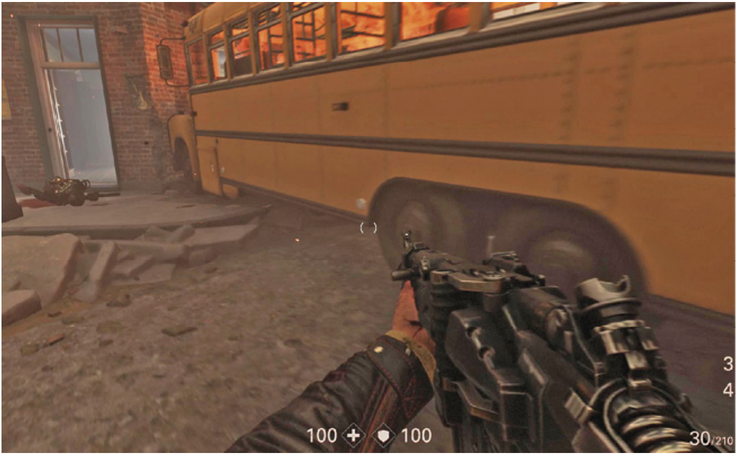


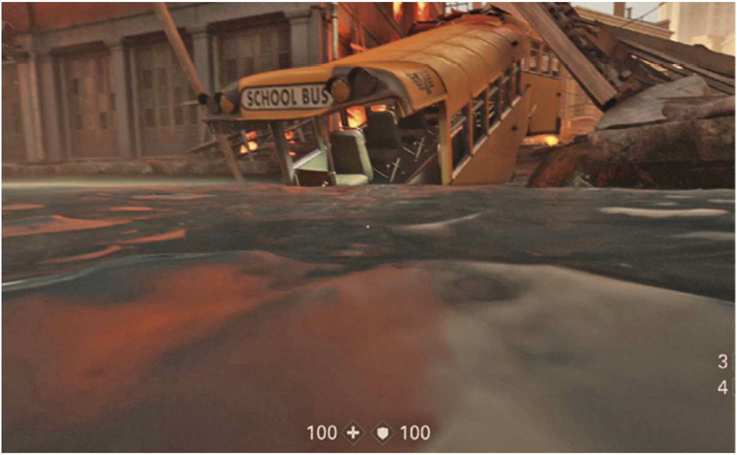
Once inside a building, clear it out, then begin engaging the Soldiers out in the street. When the Panzerhund comes near you, retreat before it hits you with the Flamethrower in its mouth. You want to clear out as many Soldiers as you can before dealing with the Panzerhund.



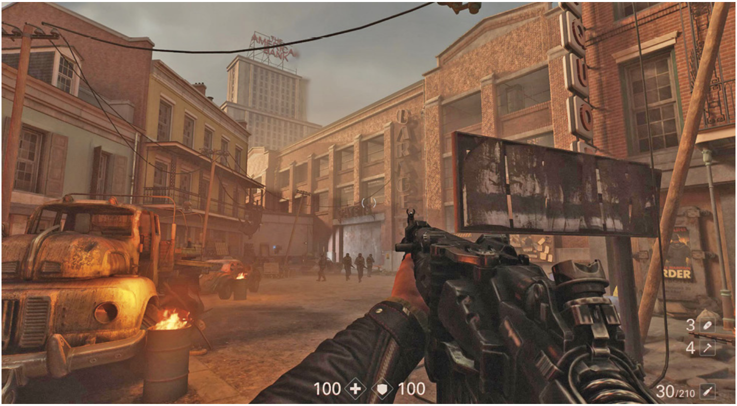
Once the Soldiers are thinned out, you've got a couple of options. You can go after the Panzerhund, or you can avoid it and focus on advancing toward your objective. The Panzerhund can take a lot of damage, so assess which tactics work best for you. If you decide to engage, aim for its midsection on the side, where the diesel tanks are located. This area is hard to hit since the Panzerhund always turns toward you to attack. Use buildings for cover and sneak around to hit it from the side.

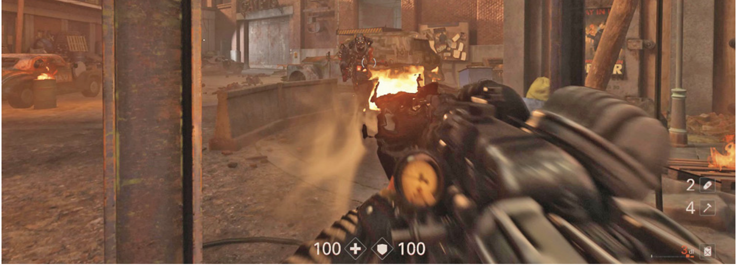
After you're done in the ghetto, you must go through the building near the crashed school bus to continue toward your objective.



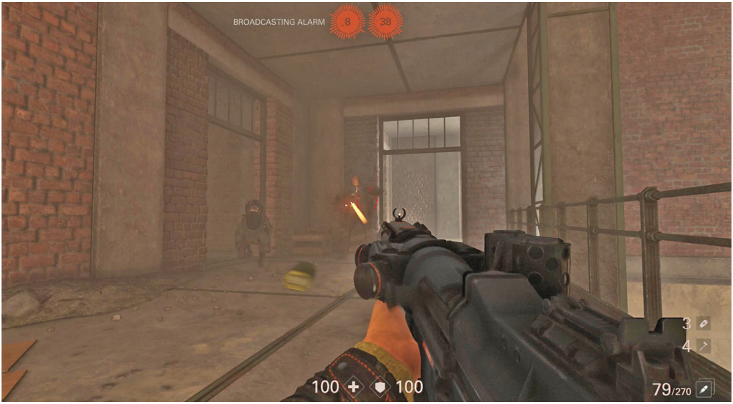


To get past the body of water, you have to swim. Enter the school bus as your exit the water. Then get ready for a fight.



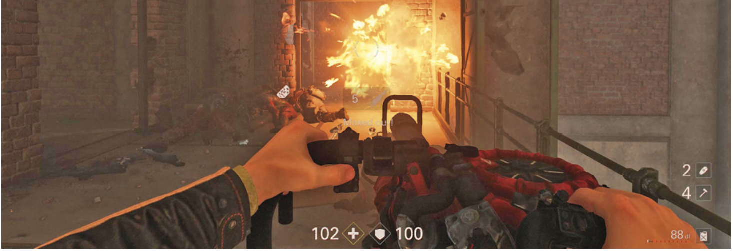


As you exit the bus, you see a row of Soldiers executing civilians. Throw a grenade into their midst, then finish off the rest. There's also a SuperSoldat in the area, so take it out fast with your heavy weapon. Pick up its Dieselgewehr—it'll come in handy soon. Nearby refueling/recharging stations help keep you prepared. Tend to your own heavy weapon as well, if need be.



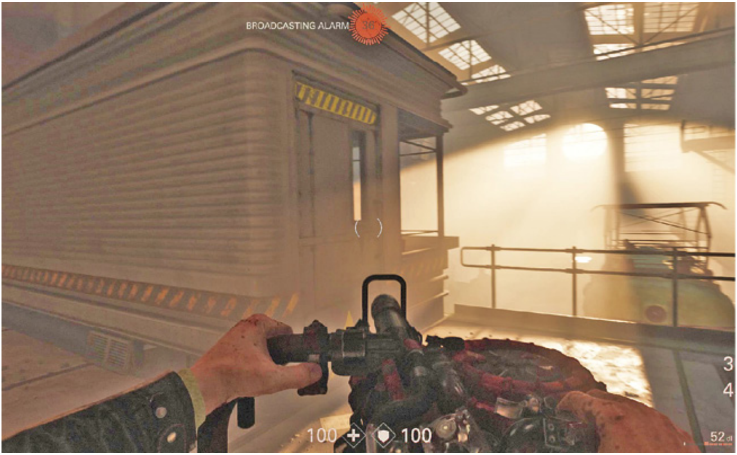
Blow up a yellow-striped metal door with a heavy weapon, then enter the streetcar maintenance building. On the ground floor, search for a weapon upgrade and ammo, then head upstairs where the enemies are located. You can hear barking, so be ready for a Kampfhund. While you can try stealth, don't expect to pull it off for long.

BROADCASTING ALARM
36

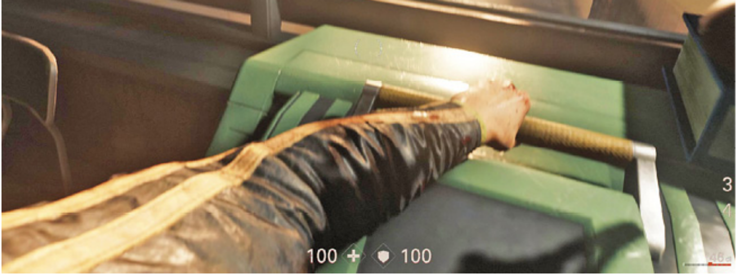


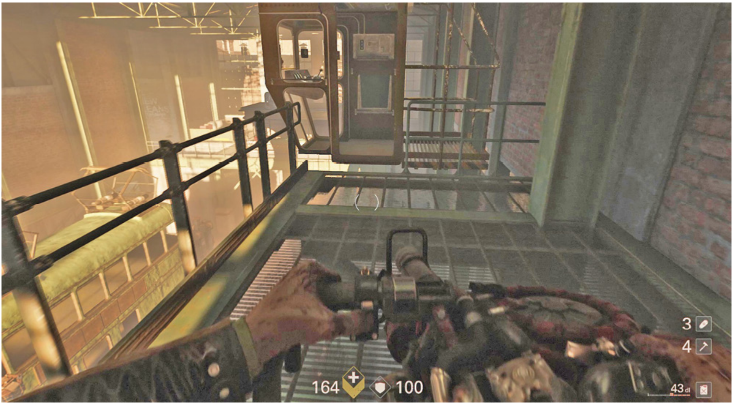
It’s better to go in with the Dieselgewehr. In fact, once the shooting starts, a lot of enemies come to you. Stay near the top of the stairs and light up anyone who appears in the doorways.

From the stairs, advance through the doorway on the right and continue to a small control room. Blast open the door, then pull the lever inside. This activates an overhead crane, which you must use to reach the other part of the building. Look for a Collectible in here as well.



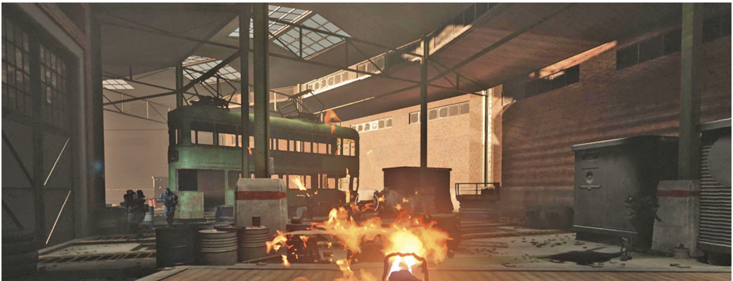
BROADCASTING ALARM
27

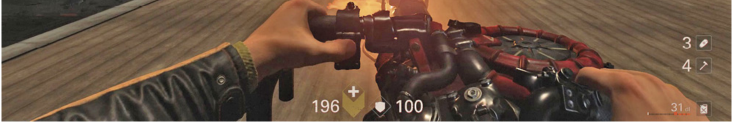




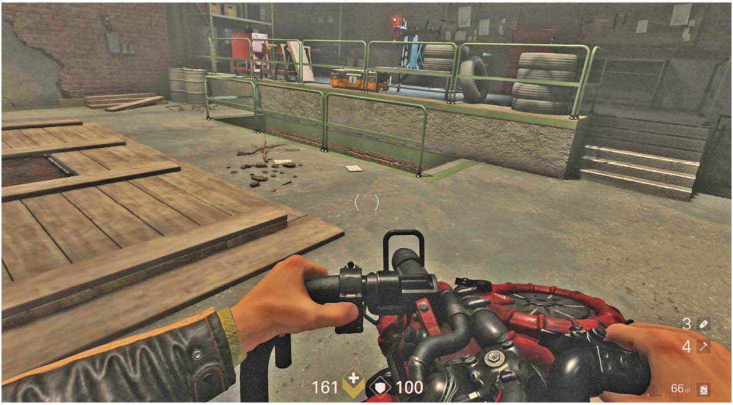
Advance to the other side of the building from the control room. From there, get up to the second floor, where a catwalk leads to the crane. Climb into the crane's cab and move it across the large building to the other side, then disembark. Climb down a ladder, traverse a corridor, and head down some stairs to reach the ground floor of the roundhouse.

OBJECTIVE: EXIT THE ROUNDHOUSE

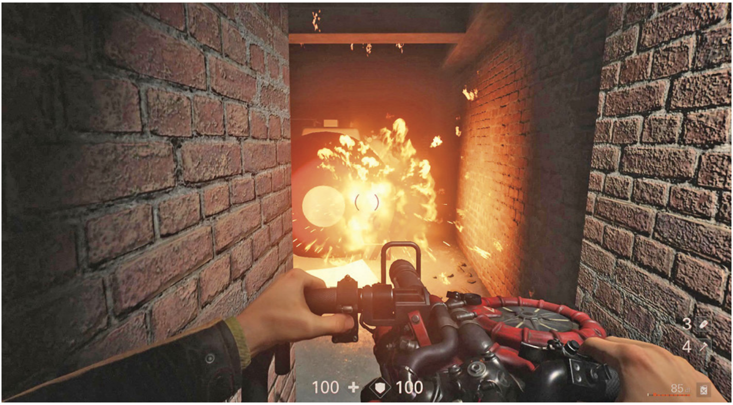




You encounter several enemies in the roundhouse, including a SuperSoldat. If you still have fuel in the Dieselgewehr, use it. As you take fire, pull back into the corridor by the stairs and let the enemies come to you. Finish them all off, then move to the far end of the roundhouse.

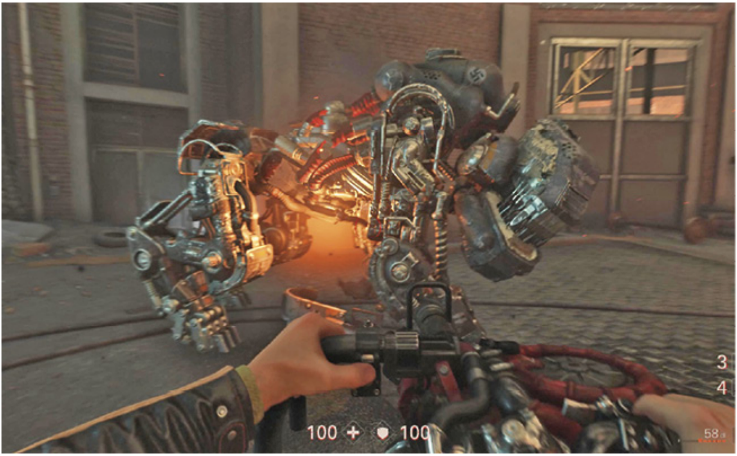


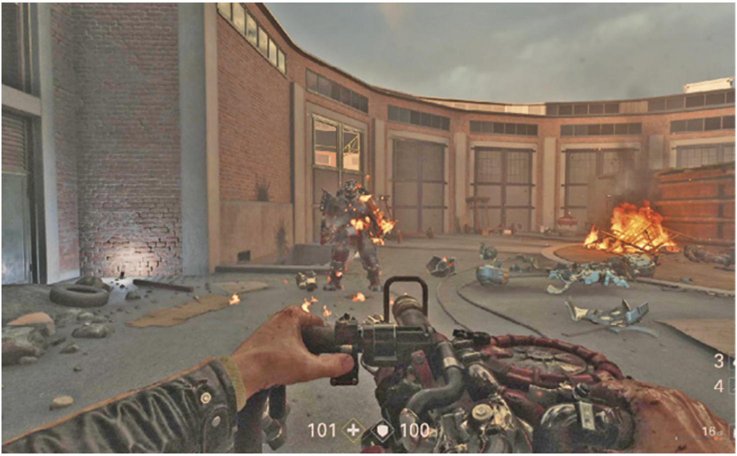
If you dropped the Dieselgewehr earlier, grab one from the dead SuperSoldat, then seek out the workbench at the end of the building and refuel it. Since there's no way out of the roundhouse, you need to create your own exit.



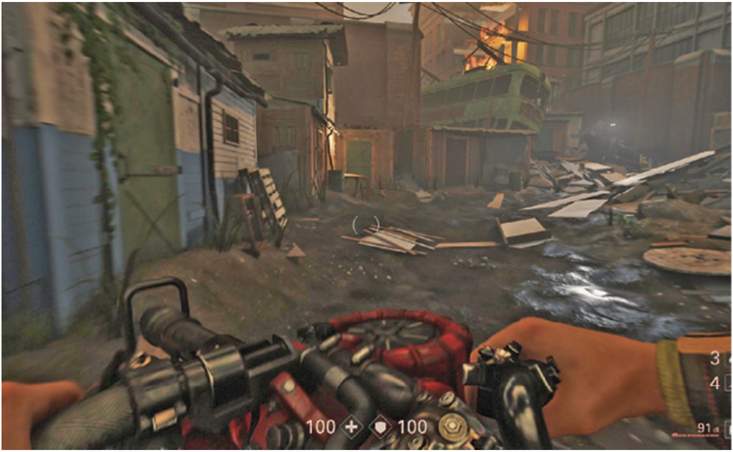
Head down the stairs by the workbench to find a large fuel tank. Throw a grenade at it, or shoot it with the Dieselgewehr to cause it to explode and blast out a section of wall at the basement level. Move through the opening and climb two flights of stairs until you reach a door looking out over the streetcar yard.

OBJECTIVE: REACH THE AMERICAN BANK

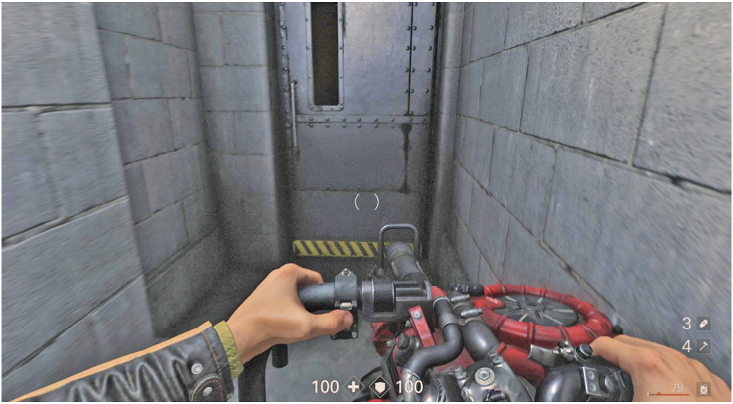




The yard contains several enemies, including a Panzerhund and a SuperSoldat. The key to survival is to keep moving. Find cover, or you'll end up dead fast. There's a fuel station for the Dieselgewehr, so fill up as needed. Since the Panzerhund is extra tough, leave it for last. Stay on the move, defeating the Soldiers and SuperSoldat with your Dieselgewehr. Then go after the Panzerhund. If you can get in close, hit it in the side with your hatchet to sever a diesel line. As the fuel spills out, ignite it for additional damage. Keep up the attacks until it's eliminated, then blast open the metal gate to exit the yard.

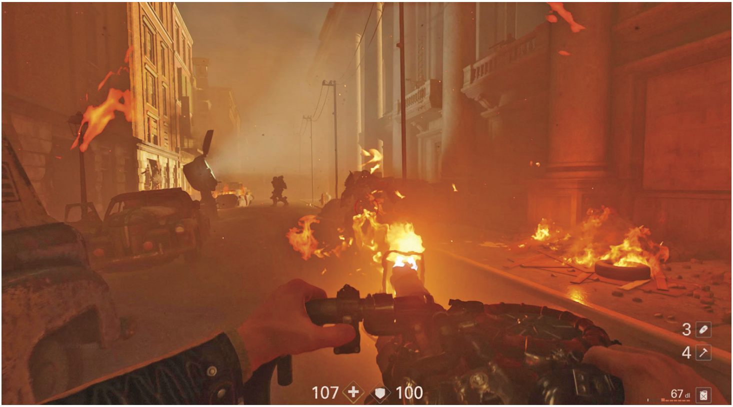


As soon as you leave the yard, you enter a living area with a few shacks set up. Search them for Collectibles, then make your way up a ramp of debris. Search the shack on the rooftop, then climb the fire escapes.



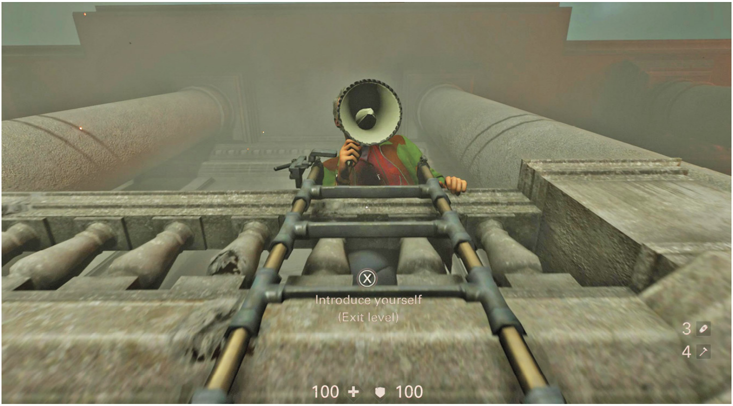
Go all the way up to the third floor to find an open door. Head inside and down a stairway. Blast open the steel door at the bottom.

OBJECTIVE: ASSIST THE RESISTANCE

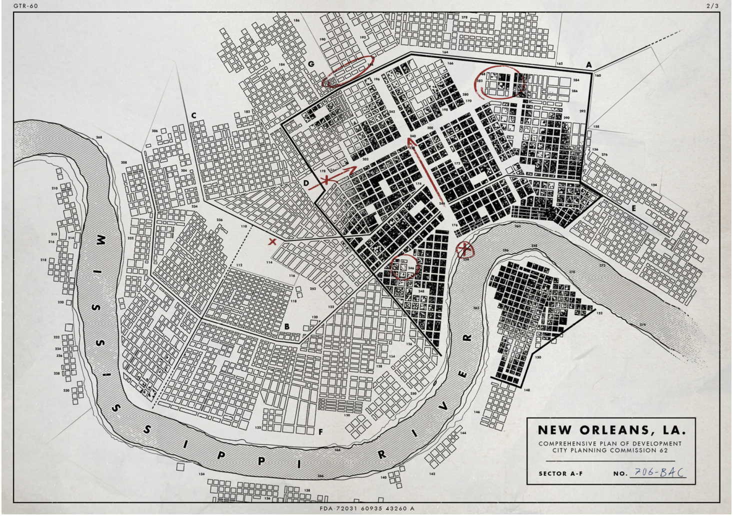


The Nazis are attacking the Resistance, who are holed up in the American Bank. Help them out by eliminating as many enemies as you can. This time you're up against two SuperSoldaten and a handful of Soldiers. Use the building for cover and burn through any remaining fuel in the Dieselgewehr, then go out into the street to finish them off. Search the building, including the basement, for Collectibles and other items.

OBJECTIVE: CLIMB THE LADDER

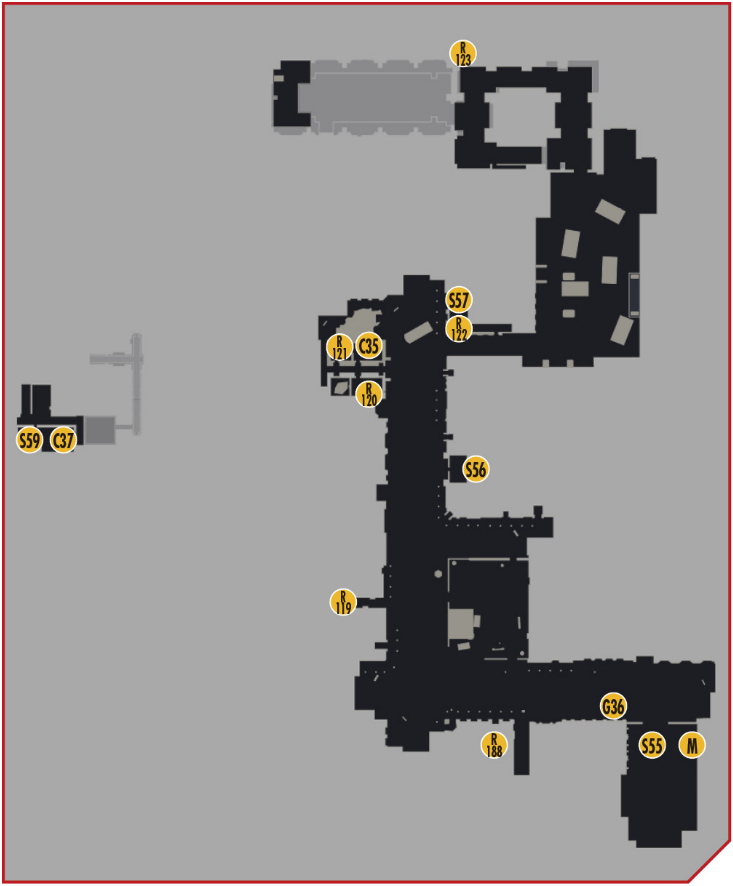


When you're ready to exit the level and continue the mission, climb up the ladder and introduce yourself to Horton, the leader of the New Orleans Resistance.

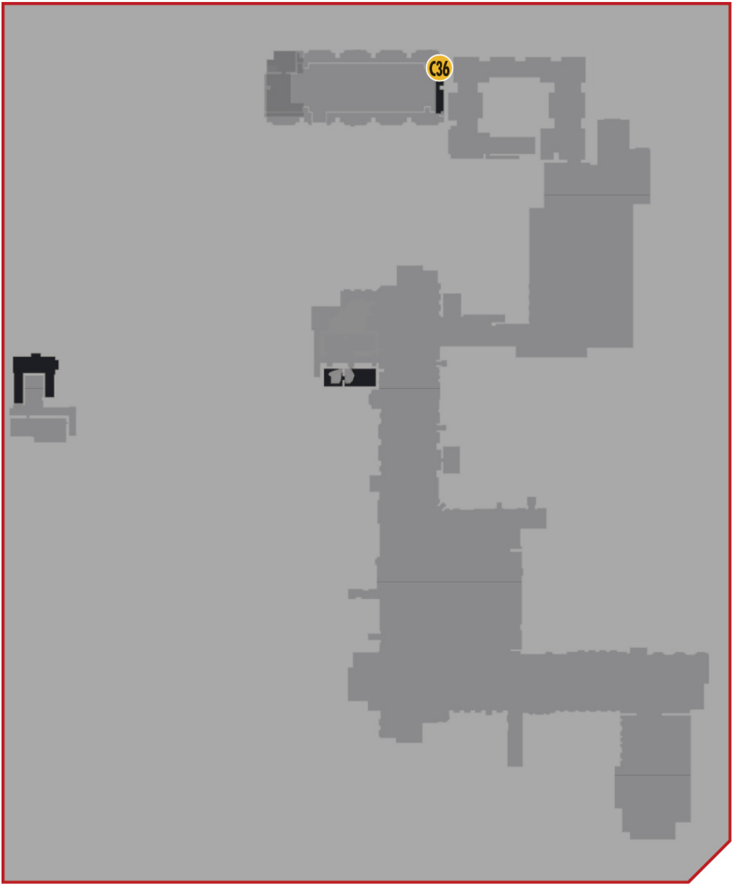


REVOLUTION

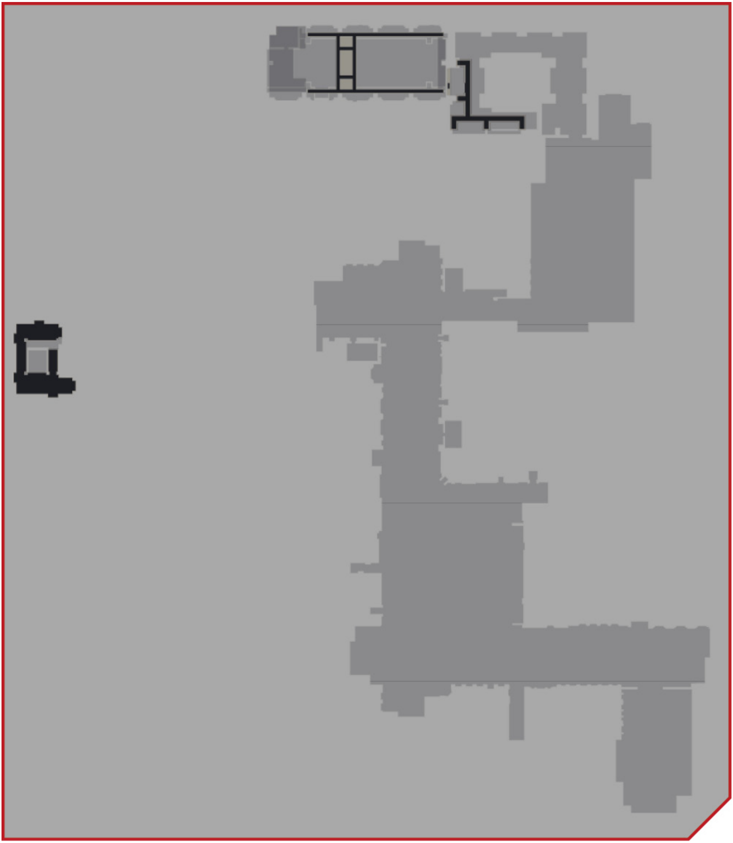
Evas Hammer is ready to take aboard the Resistance from New Orleans. However, there are a lot of Nazis between the American Bank and the water. A distraction is needed to keep the Nazis occupied while the evacuation gets underway. That job falls to you. To help you, the Resistance has captured a Panzerhund and modified it to accept a rider. Giddyap!



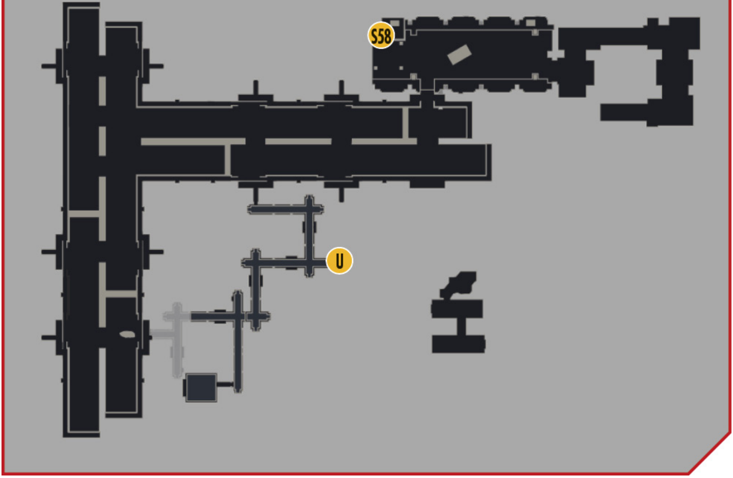
➤ *Ground Floor*



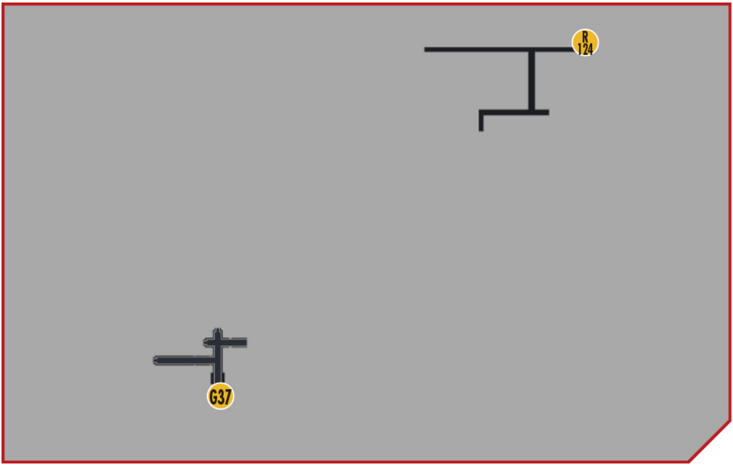
➤ *1st Floor*



➤ *2nd Floor*

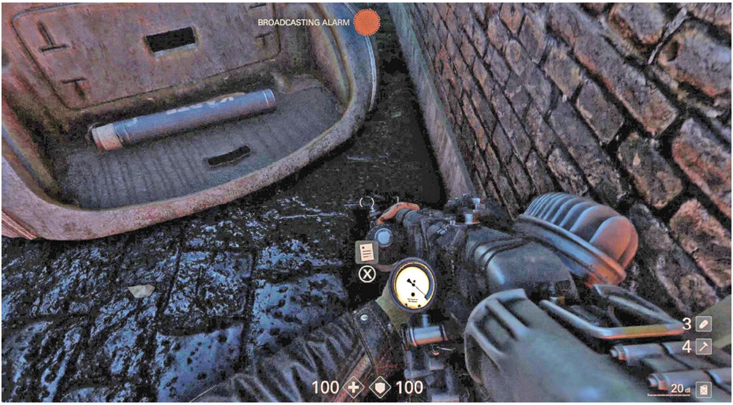


➤ *Basement Level 1*



➤ *Basement Level 2*

OBJECTIVE: DISTRACT THE NAZIS



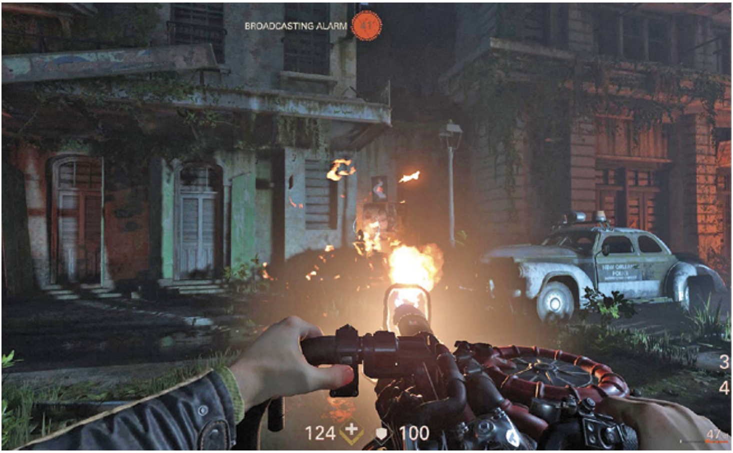
Take a look at the in-game Panzerhund tutorial; you can mount and dismount this big mech. Keep in mind that the beast has armor but no health, so when the armor is depleted, the Panzerhund is destroyed. Pick up armor dropped by enemies to keep your ride around longer. Before you get going, though, practice dismounting.

Head to the trunk of a car in the lot and grab a map. Use it to study the lay of the city ahead of you and plan accordingly.

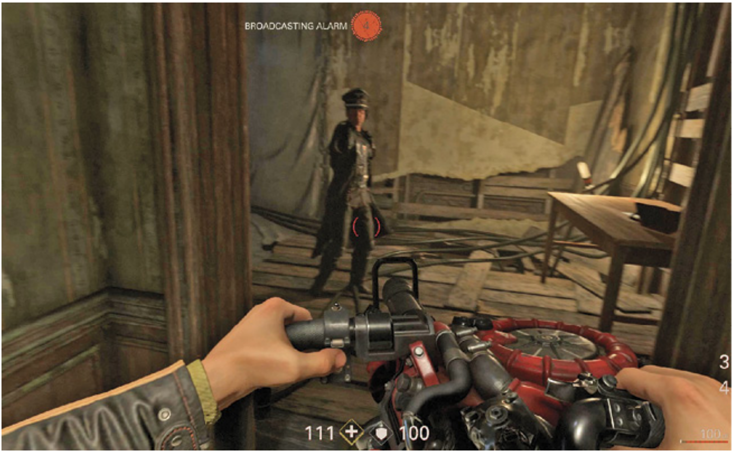
BROADCASTING ALARM
110
3
4
800

Climb back onto the Panzerhund and move out. Take a left onto the street and get ready for the enemy. The Panzerhund doesn't run out of diesel, so there's no reason to use the Flamethrower sparingly or in bursts. Fire away, sweeping back and forth to hit all enemies. Hose down the Dieselgewehr turret on the corner with flames before it can be used against you. Also watch for

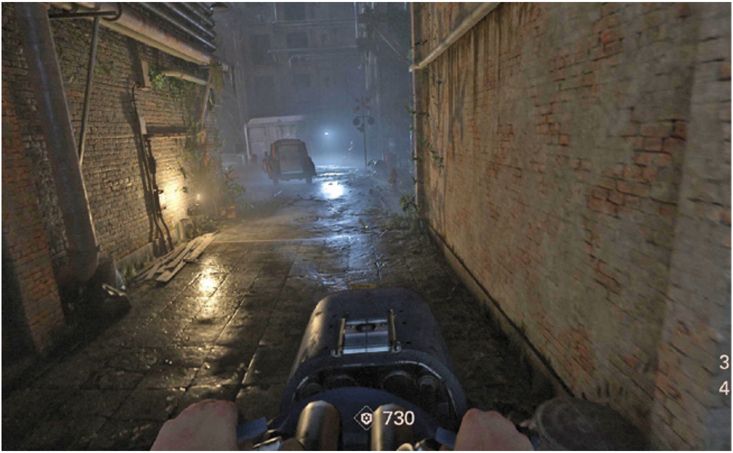
SuperSoldaten. Target them with a long spray of flame to destroy them.



If your Panzerhund starts taking too much damage, pull back to the parking lot and dismount, then finish the fight on foot. Pick up a Dieselgewehr from the turret or a dead SuperSoldat and use it against the Soldiers. Take some time to search the buildings on either side of the street to grab Collectibles and goodies. Once you clear the area, drop the Dieselgewehr and return for the Panzerhund. Bring it up to where you dropped the heavy weapon, reclaim it, then continue.

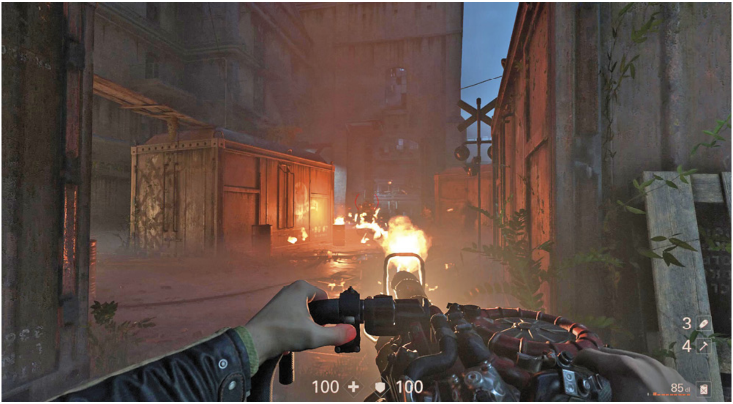


Assuming you want the Enigma Code from the area's Kommandant, dismount and head into the HQ building—the one near the turrets and barricades. Kill the Kommandant, retrieve the code, and search the building.

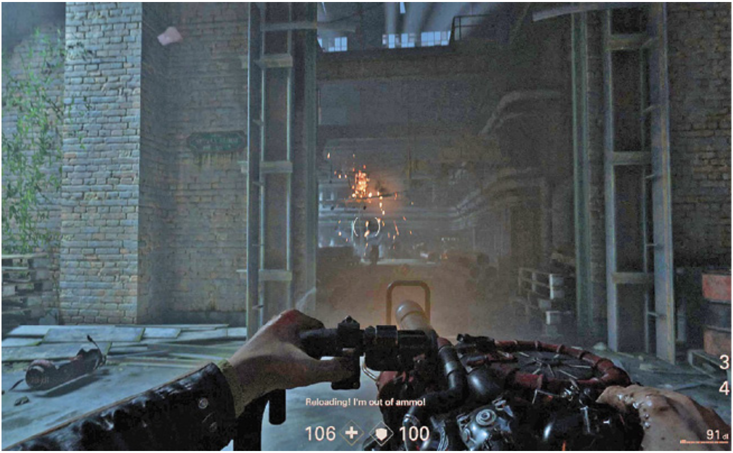


Ride the Panzerhund past the HQ, and turn right into the alley. You need to move through a factory next, but since there's a lot of cover around the entrance, it's best to clear out the place while on foot. There are two diesel stations in the area, so fill up the Dieselgewehr if need be.

OBJECTIVE: EXIT THROUGH THE FACTORY

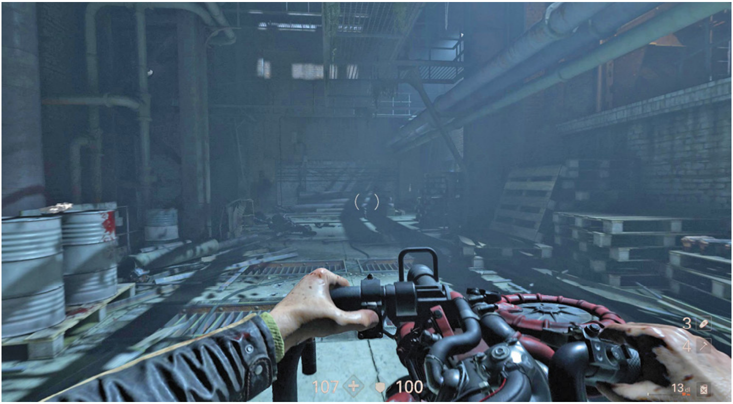


Take cover behind the containers, then strafe out to fire at the enemies. Deal with the couple of SuperSoldaten first. If necessary, retreat to the corner where the station is located to refuel. More and more enemies emerge from the factory—kill them all.

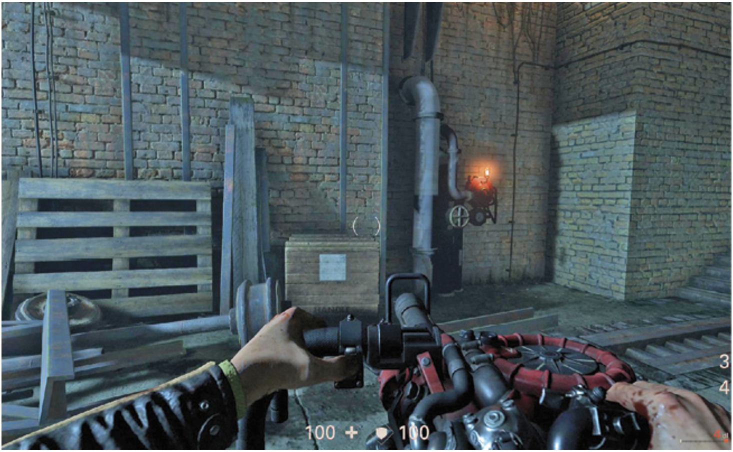


Reloading! I'm out of ammo!

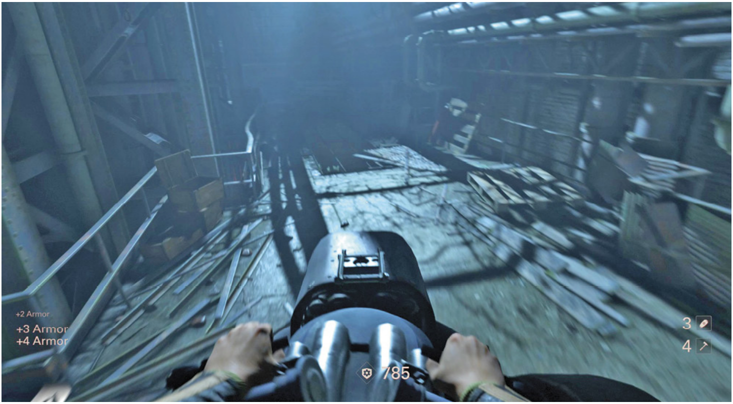
Advance toward the factory entrance. The key is to keep the enemies from leaving so they're all confined to narrow kills zone. This is especially true for the ÜberSoldaten that show up. If they get out of the factory, they can move quickly onto your flanks or rear. Fry them before they can exit the building.



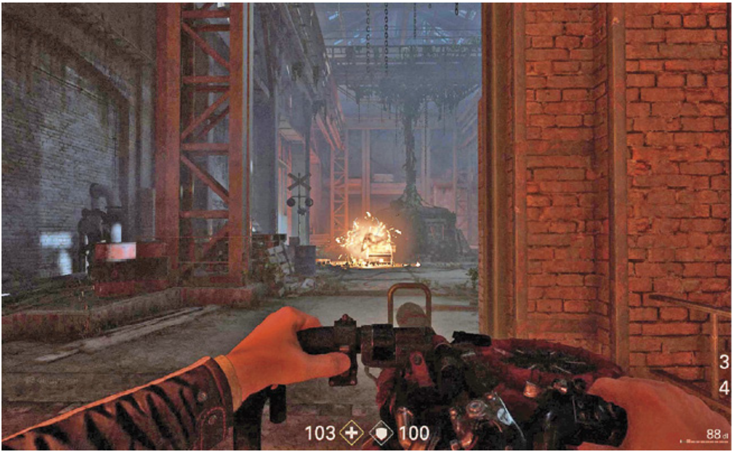
Hang out in the doorway until enemies stop coming, then advance inside. Consider returning for your Panzerhund and riding it into the factory. The Flamethrower is quite effective in the building's narrow passages.



Look for more diesel stations in the factory; it's almost like this place was made for using the Dieselgewehr. Use your map to plan out your strategy according to where you can refuel. There are also recharging stations along the way, if you have the Laserkraftwerk and prefer that instead.



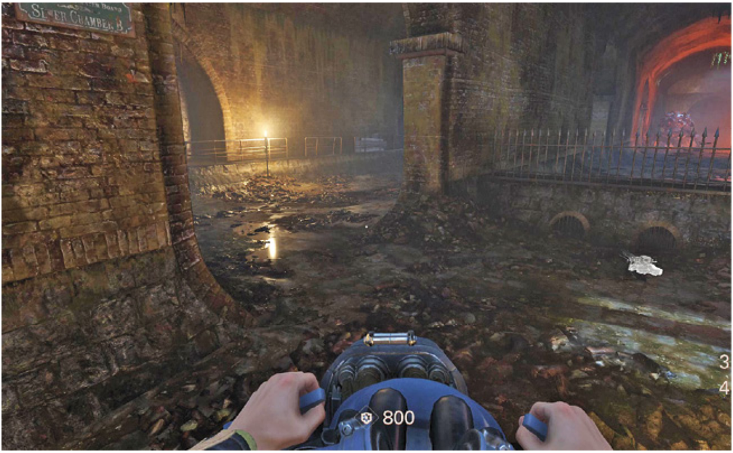
Don't forget about your Panzerhund. As you ride it through the factory, it picks up all the armor dropped by fallen enemies and adds it to its own armor rating.



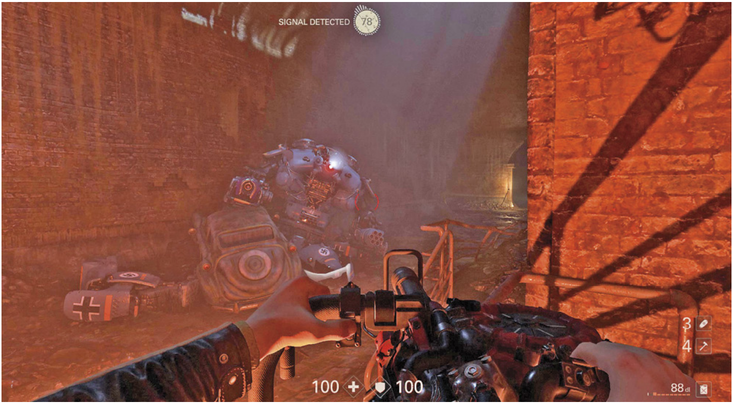
When you reach the bottom of the factory and the large area there, dismount and continue on foot. It's easier to clear this area on your own, since you can take cover and utilize longer-range attacks. Watch for Snipers up on the catwalks overlooking the area.

Note the Zitadelle in the distance. The Panzerhund's Flamethrower isn't as effective against it, so dismount again. Make sure you have either the Dieselgewehr or your heavy weapon fully loaded.

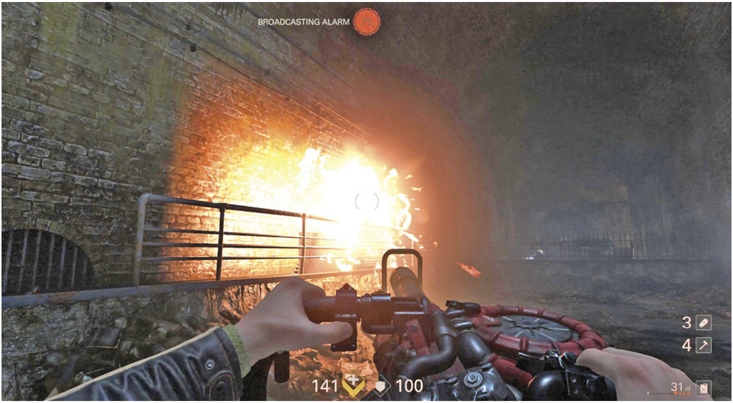
OBJECTIVE: PASS THROUGH THE CATACOMBS



Ride the Panzerhund down into the catacombs once the factory is clear.



The Zitadelle has a broken leg, so it's immobilized. However, both arms are in working order. If you move along the walkway on the right side of the sewer, you can approach without being seen until you're close. Aim for the Flamethrower arm—that's the main threat. Blow it off, followed by a leg or the Artillery Cannon arm, and the Zitadelle is toast.

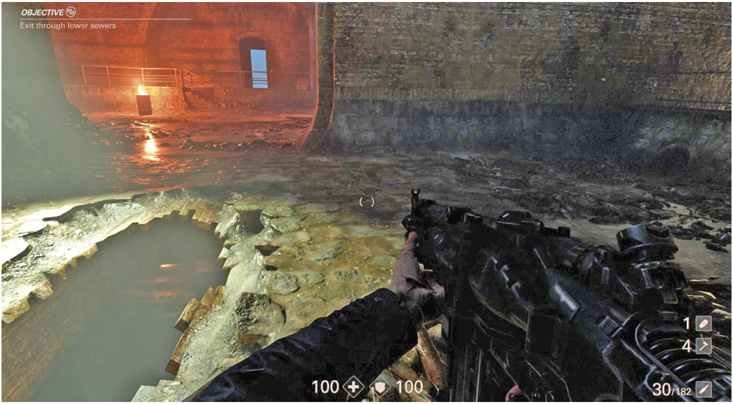


Your attack on the Zitadelle alerts all Nazis in the catacombs. Engage them as you withdraw toward the Panzerhund. Use cover whenever you can find it. Watch out for ÜberSoldaten and SuperSoldaten.

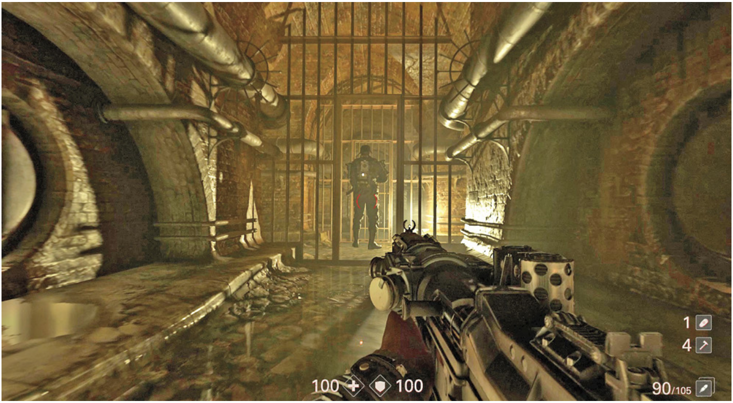
BROADCASTING ALARM
113
3
4
300

Climb onto the Panzerhund and attack your enemies with abandon. Don't worry about protecting the Panzerhund from damage anymore. Its usefulness is nearing an end, and at this point it's better used protecting *you*—you don't take damage while you're riding it. Fight your way through the catacombs to the end. Don't forget the Kommandant—collect his Enigma Code once he's dead.

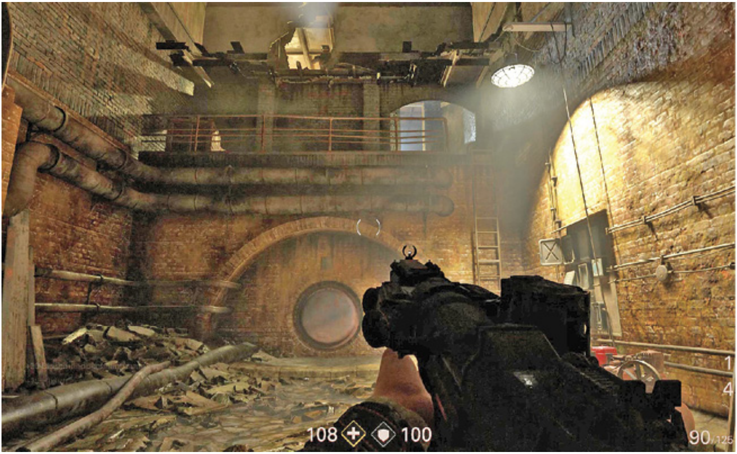
OBJECTIVE: EXIT THROUGH THE LOWER SEWERS

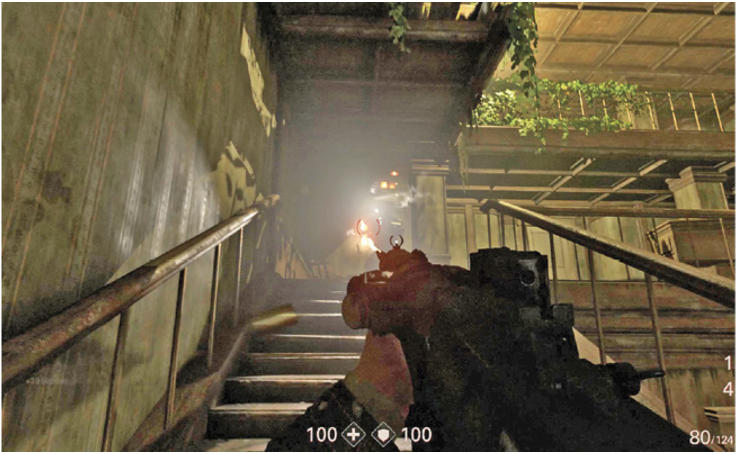


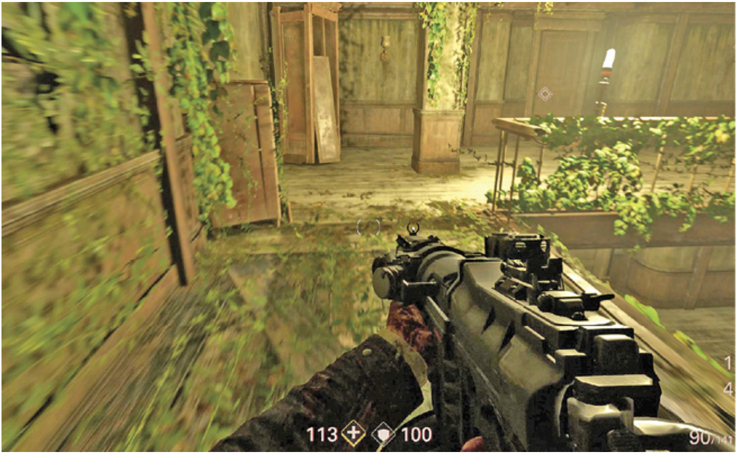
Locate the entrance to the lower sewers; it's a pipe with the top broken off. Drop into the water and swim to some stairs, then follow the narrow corridor around.



Watch for patrolling Soldiers. It’s easy to sneak up behind them for stealth takedowns, or throw hatchets if they turn around. Head up a flight of stairs to a somewhat larger area.







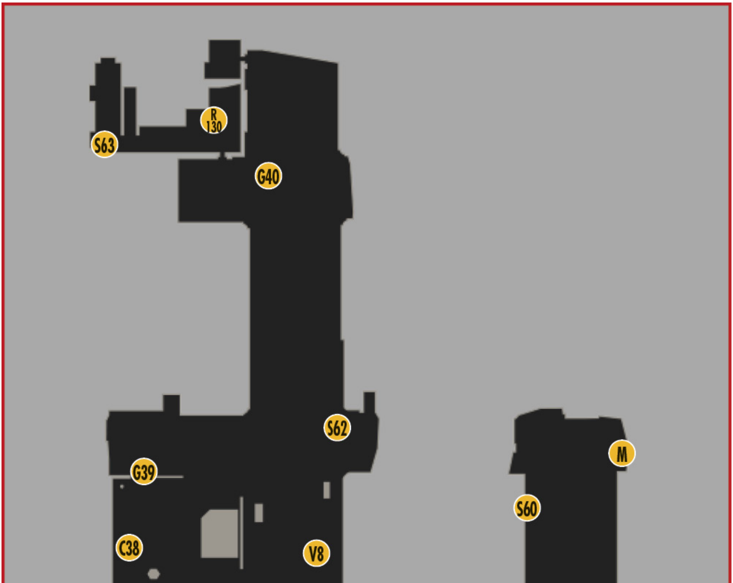
Climb the ladder and continue up more stairs, back to ground level. Kill the Soldier in the next room silently.

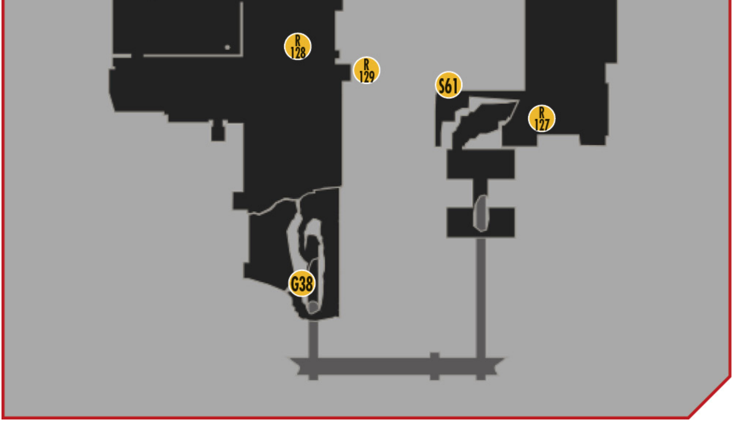
After searching the area, continue up to the first floor, where you encounter more enemies.

Once they've been neutralized, keep going upstairs to the second floor. Take the door at the end of the hall to exit the level and advance to the next.

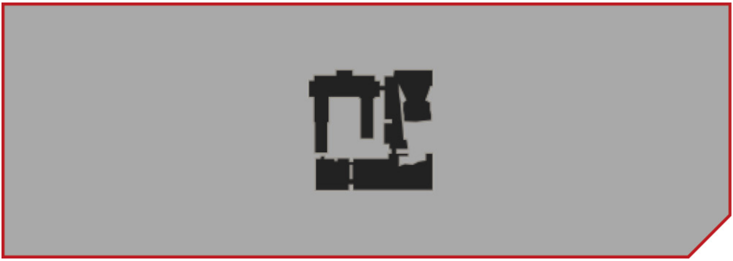
LAKEVIEW

Evas Hammer is coming in to pick up the Resistance. You need to engage and defeat the Nazis in the area so the Resistance fighters can get away. You start out on the fourth floor of the building you just moved through. From here, work your way toward the Lakeview District.



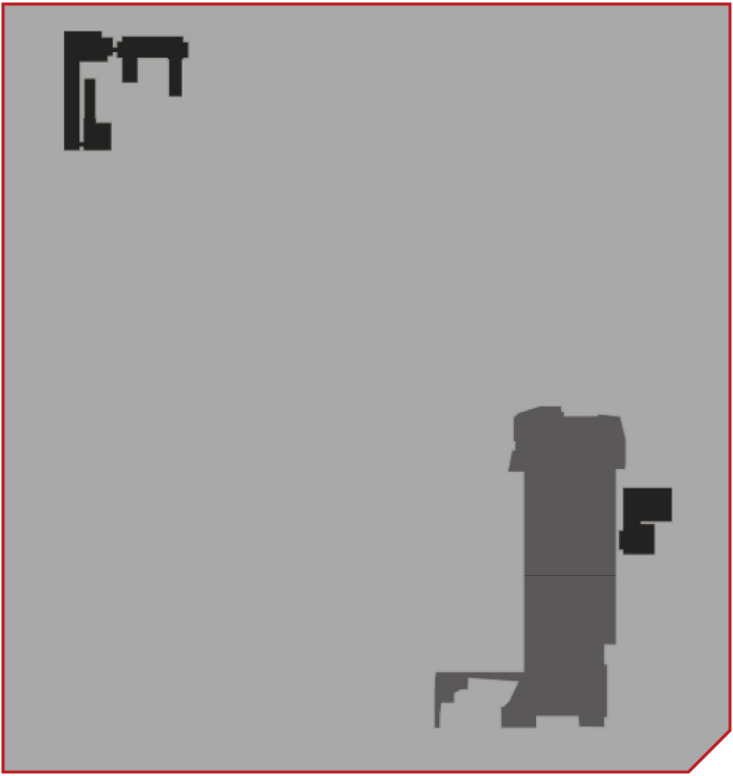


➤ *Ground Floor*

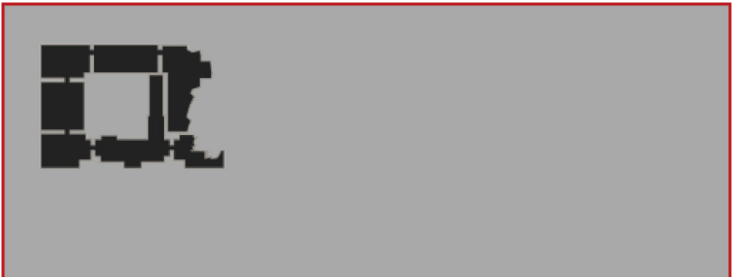


➤ *1st Floor*

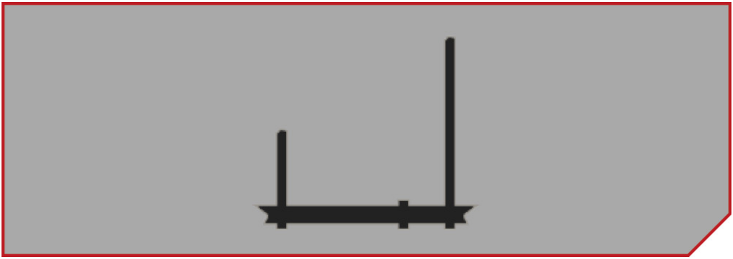
➤ *2nd Floor*



➤ *3rd Floor*



➤ *4th Floor*

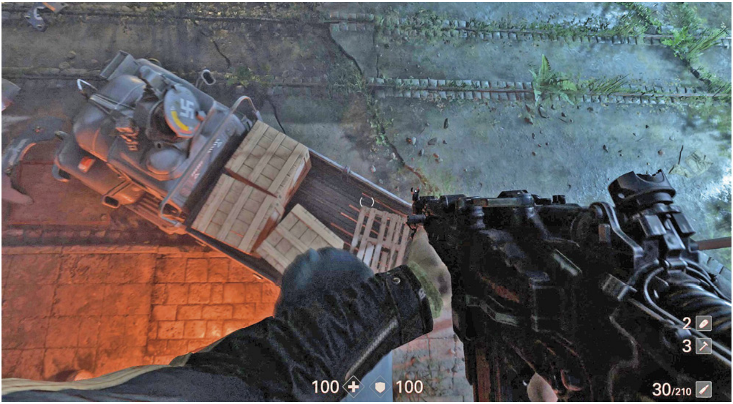


➤ *Basement Level 1*

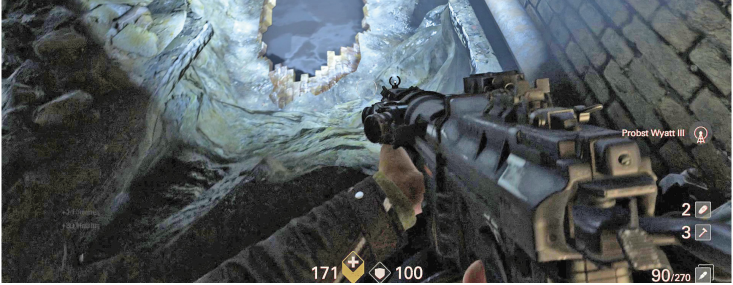
OBJECTIVE: KILL THEM ALL

3
3
100
100
20

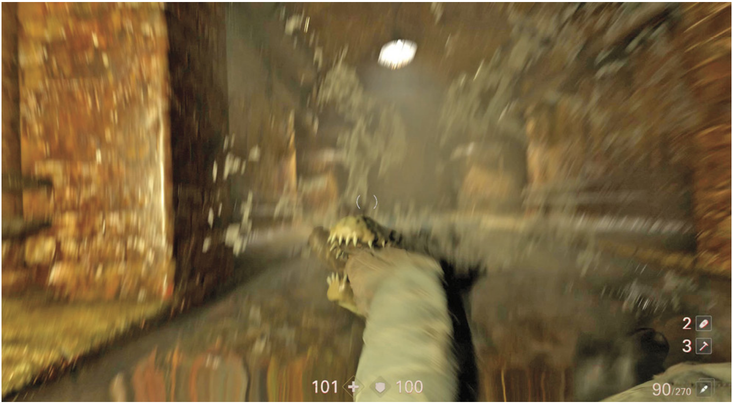
Drop through a hole in the floor to the third floor. Get to the edge of the building so you can look down and see a Zitadelle patrolling below. Use your heavy weapon to destroy the Artillery Cannon arm first, crippling its long-range-attack capacity, followed by the Flamethrower arm or one of the legs. This causes the Zitadelle to explode, taking out nearby enemies with it.



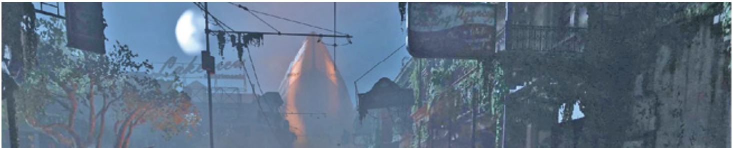
Move out onto the ledge and drop into the back of a truck containing some wooden crates. Finish off any remaining Soldiers in the area, then break open the crates for ammo, armor, and first-aid kids.

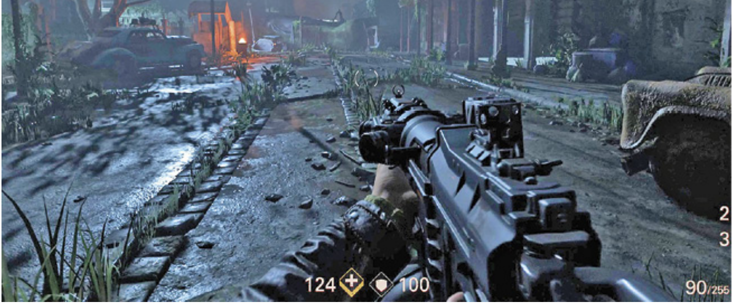


Reach the end of the street and proceed into the excavated area. Fill up your heavy weapon at one of the stations, then drop into the sewer pipe and swim forward to some steps. Keep following the sewer tunnel.

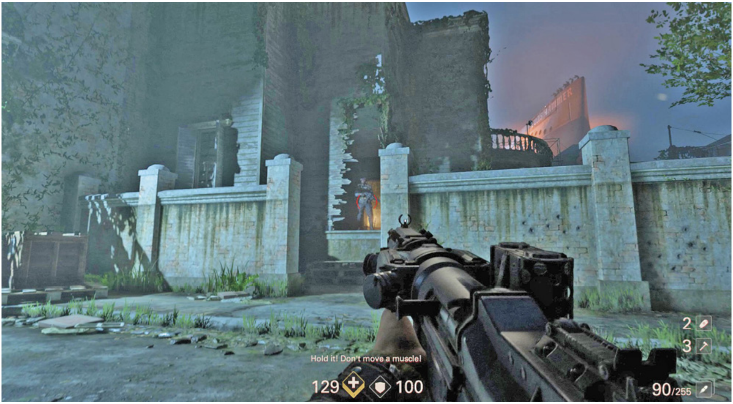


You're not alone down here. Be ready for an alligator attack. Shoot fast before it can deal a lot of damage. Grab the first-aid kits nearby to heal any wounds, then follow the tunnel to the end and emerge onto another street.

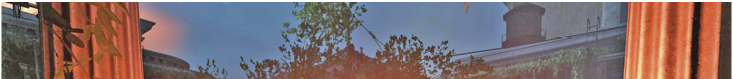


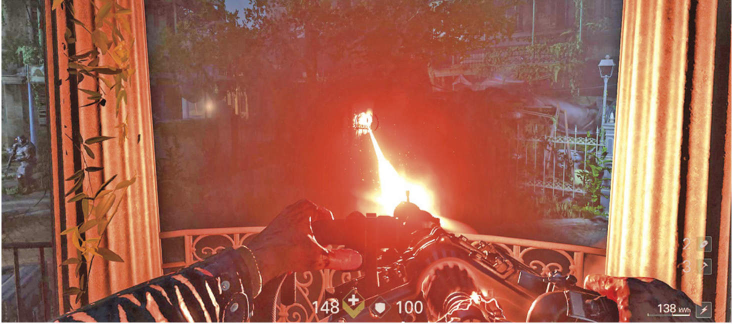


Evas Hammer has sailed up onto land so the Resistance can board. You need to keep the Nazis busy by attacking them.

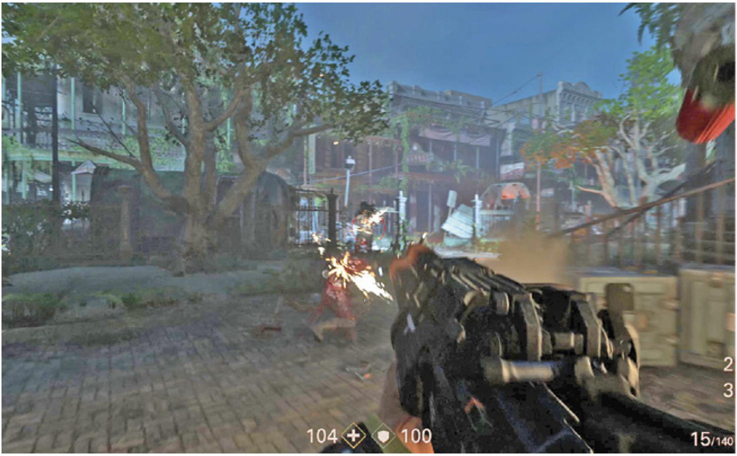

Hold it! Don't move a muscle!

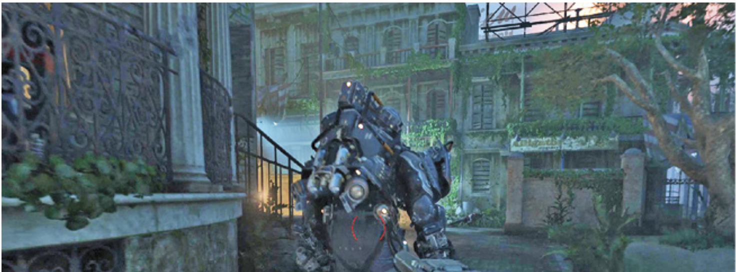
Head toward the house on the left side of the street. Approach from the side street and begin picking off enemies as you see them. There's a Kampfhund around, so be ready to react quickly to its attack. Enter the house from the side and look for a weapon upgrade.

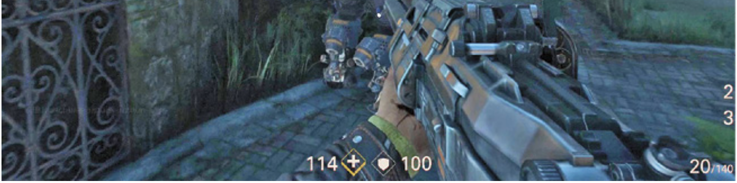




Clear out all the Soldiers in the yard and around the house. Also watch for a couple of SuperSoldaten in this area. If you exit the house through the front door, pick up the Lasergewehr from the turret and use it to take out the SuperSoldaten from a distance.

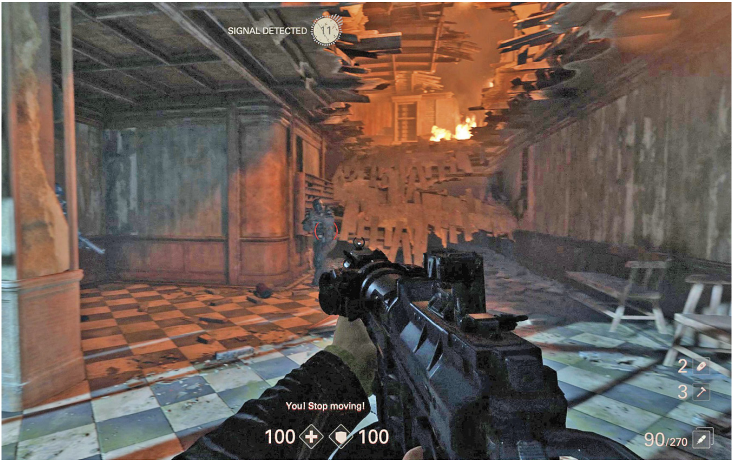






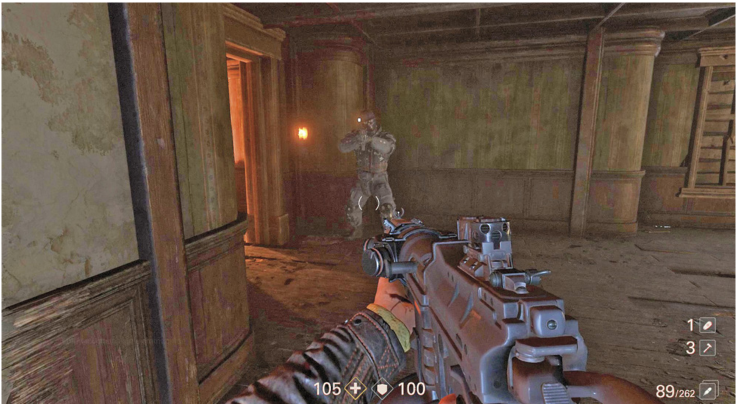
Duck back into the house if you need cover. Since most of the Soldiers are rushing toward you, use the Schockhammer to take them down quickly. If you can sneak up behind a SuperSoldat, the Schockhammer makes short work of him as well. Once all enemies are eliminated, head toward the submarine.

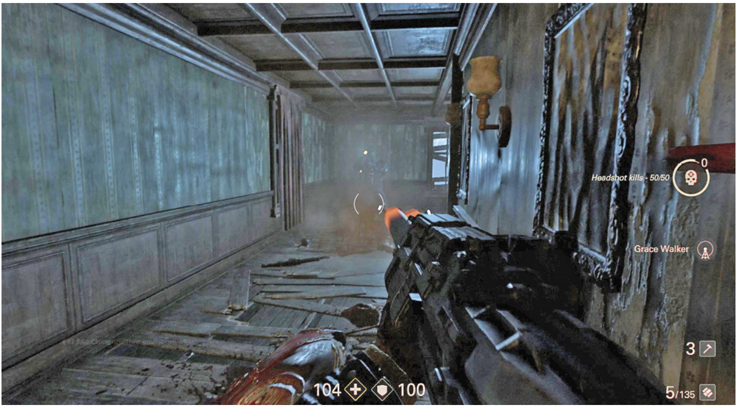
OBJECTIVE: REACH THE ROOFTOP



Advance through the damaged pavement and toward the burning building on the left. You need to get up to the rooftop so you can climb up onto the deck of the submarine. This building is filled with enemies, so prepare for a fight as soon as you walk through the doorway.

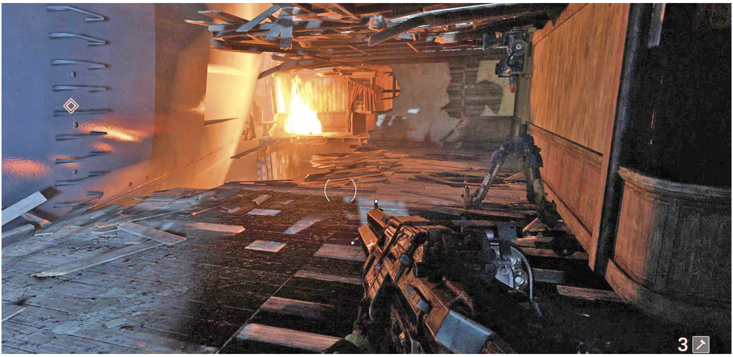
Stay on the ground level until the Kampfhund comes at you. Defeating it is easier when you have some distance; you don't want to run into it as you're rounding a corner. Rather than heading upstairs, climb the ramp created by the damaged floor from an upper level. On the first floor, turn left and move through the doorway. Take the stairs on the left up to the second floor. Be ready for enemies at the top.





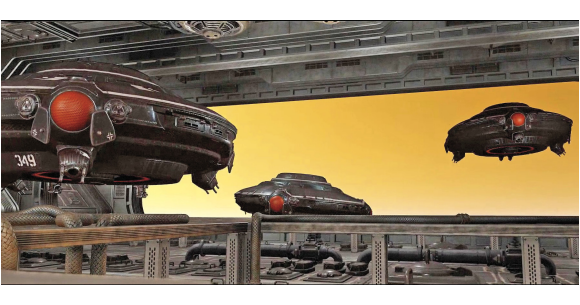
Advance floor by floor up the burning building. The Schockhammer is excellent for taking on the Soldiers and additional Kampfhunds you come up against.

Ascend all the way to the fourth floor. Make your way around until you reach the ladder leading up to the deck of *Evas Hammer*, where you must fire the nuclear cannon to help push the submarine back out into the water. Climb aboard to complete the level and escape from New Orleans.



Walkthrough

Venus

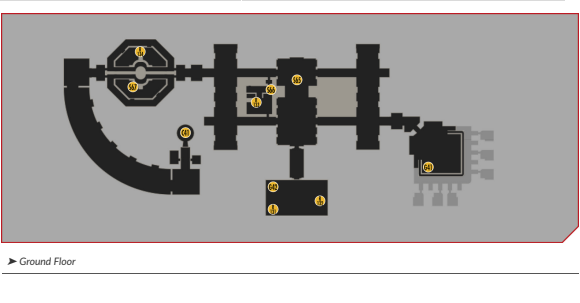


THE AUDITION

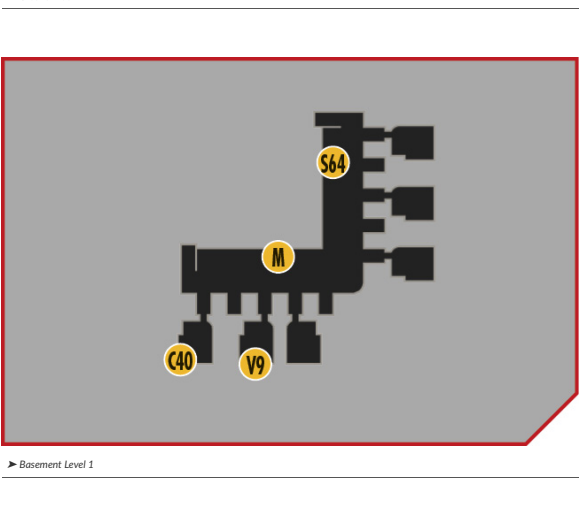
The Nazis are using the *Ausmerzer* to terrorize any city where the Resistance is active. For the Resistance to stand a chance, you must take over the *Ausmerzer*. There's just one catch. The flying fortress is protected by an automated security system called ODIN, the deactivation codes for which are located at the Oberkommando. After you nuked the former Oberkommando at Roswell, the Nazis, taking extra precautions, built their new Oberkommando off-planet—on Venus.

MAP LEGEND KEY FOR COLLECTIBLES

C	Concepts
G	Gold
M	Map
R	Readable
S	Star Card
T	Max's Toy
U	Upgrade Kit
V	Vinyl Record

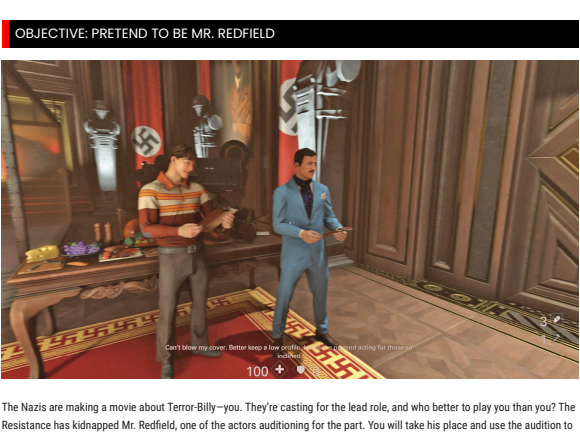


Ground Floor

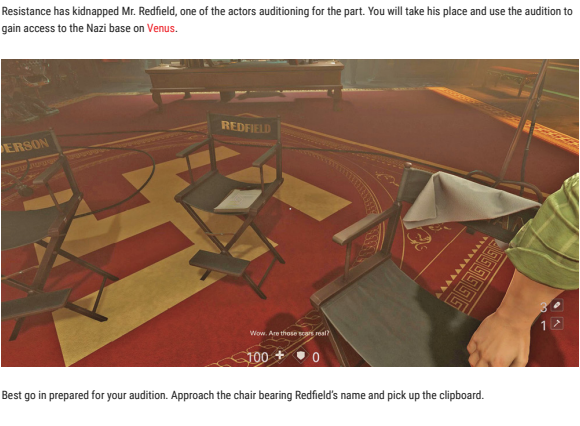


Basement Level 1

OBJECTIVE: PRETEND TO BE MR. REDFIELD

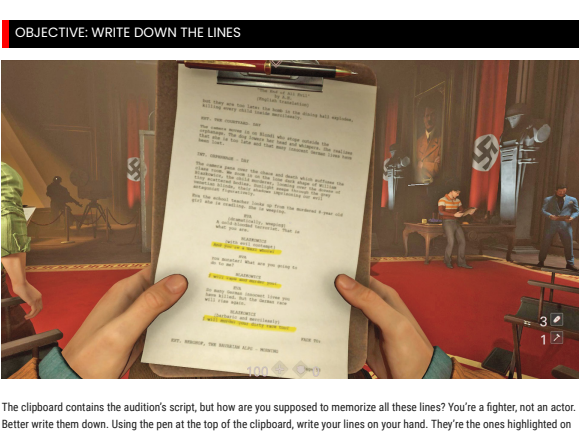


The Nazis are making a movie about Terror-Billy—you. They're casting for the lead role, and who better to play you than you? The Resistance has kidnapped Mr. Redfield, one of the actors auditioning for the part. You will take his place and use the audition to gain access to the Nazi base on Venus.



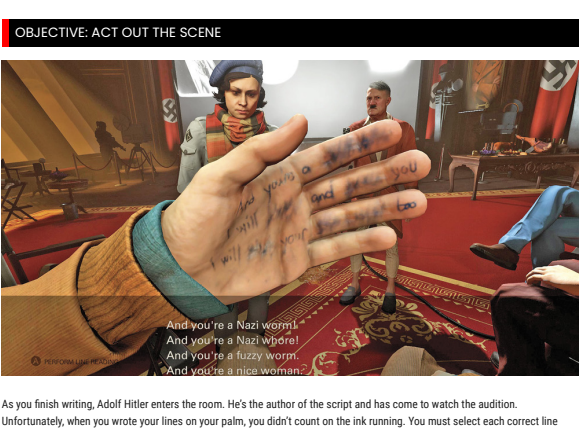
Best go in prepared for your audition. Approach the chair bearing Redfield's name and pick up the clipboard.

OBJECTIVE: WRITE DOWN THE LINES



The clipboard contains the audition's script, but how are you supposed to memorize all these lines? You're a fighter, not an actor. Better write them down. Using the pen at the top of the clipboard, write your lines on your hand. They're the ones highlighted on the script.

OBJECTIVE: ACT OUT THE SCENE



As you finish writing, Adolf Hitler enters the room. He's the author of the script and has come to watch the audition. Unfortunately, when you wrote your lines on your palm, you didn't count on the ink running. You must select each correct line from four choices.

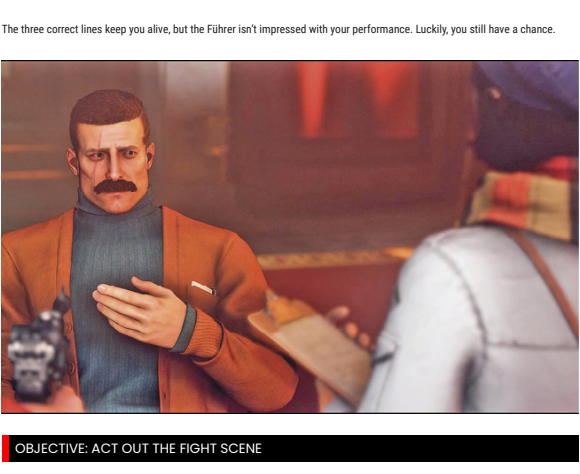
The correct lines are, in order:

1. "And you're a Nazi whore!"

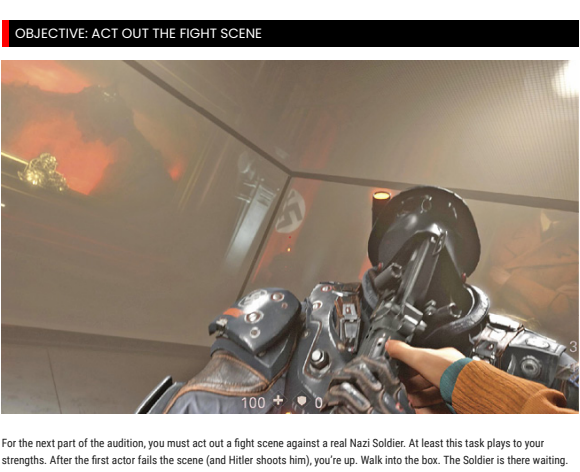
2. "I will rape and murder you!"

3. "I will murder your dirty race too."

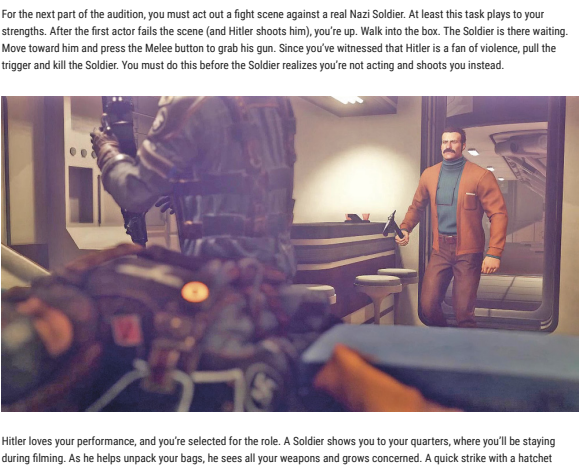
The three correct lines keep you alive, but the Führer isn't impressed with your performance. Luckily, you still have a chance.



OBJECTIVE: ACT OUT THE FIGHT SCENE

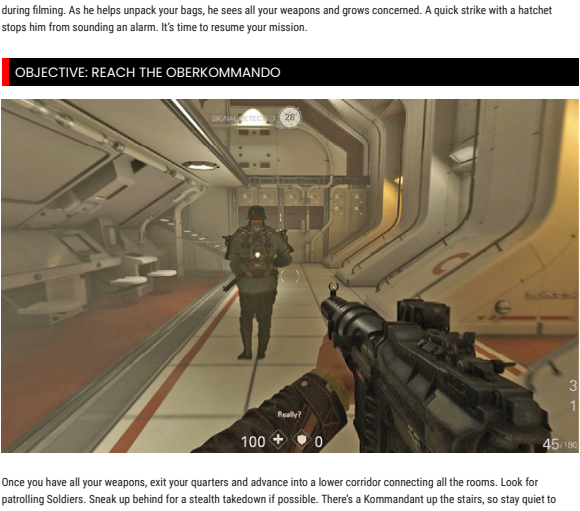


For the next part of the audition, you must act out a fight scene against a real Nazi Soldier. At least this task plays to your strengths. After the first actor fails the scene (and Hitler shoots him), you're up. Walk into the box. The Soldier is there waiting. Move toward him and press the Melee button to grab his gun. Since you've witnessed that Hitler is a fan of violence, pull the trigger and kill the Soldier. You must do this before the Soldier realizes you're not acting and shoots you instead.

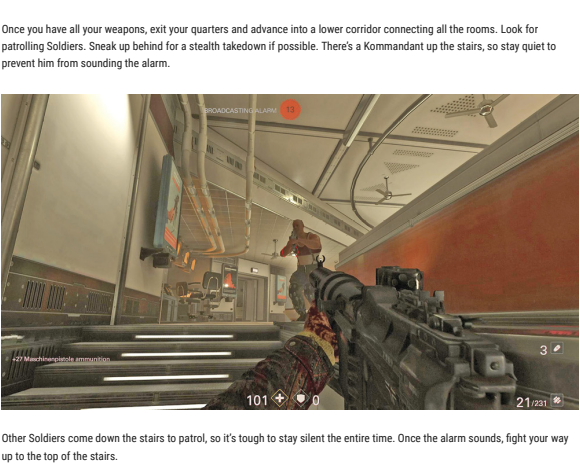


Hitler loves your performance, and you're selected for the role. A Soldier shows you to your quarters, where you'll be staying during filming. As he helps unpack your bags, he sees all your weapons and grows concerned. A quick strike with a hatchet stops him from sounding an alarm. It's time to resume your mission.

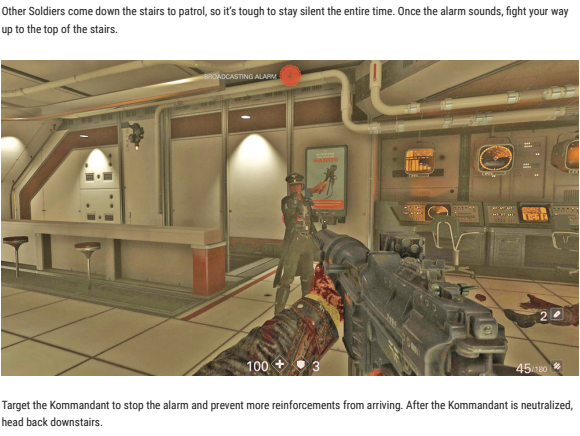
OBJECTIVE: REACH THE OBERKOMMANDO



Once you have all your weapons, exit your quarters and advance into a lower corridor connecting all the rooms. Look for patrolling Soldiers. Sneak up behind for a stealth takedown if possible. There's a Kommandant up the stairs, so stay quiet to prevent him from sounding the alarm.

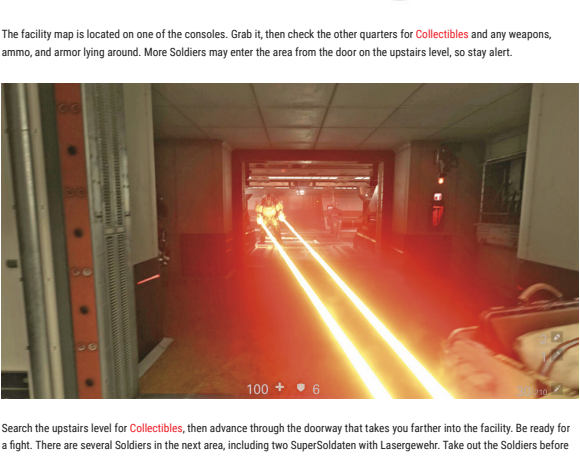


Other Soldiers come down the stairs to patrol, so it's tough to stay silent the entire time. Once the alarm sounds, fight your way up to the top of the stairs.

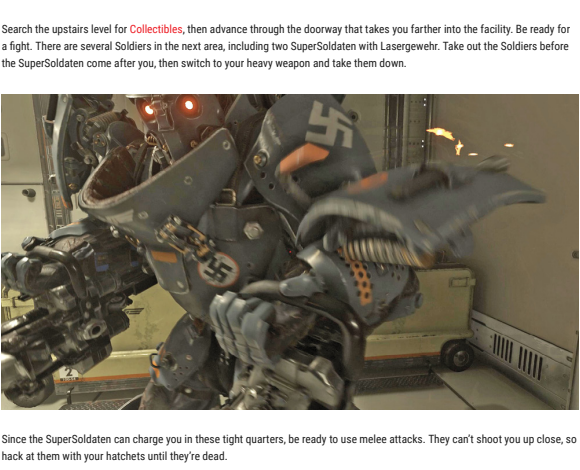


Target the Kommandant to stop the alarm and prevent more reinforcements from arriving. After the Kommandant is neutralized, head back downstairs.

The facility map is located on one of the consoles. Grab it, then check the other quarters for Collectibles and any weapons, ammo, and armor lying around. More Soldiers may enter the area from the door on the upstairs level, so stay alert.



Search the upstairs level for Collectibles, then advance through the doorway that takes you farther into the facility. Be ready for a fight. There are several Soldiers in the next area, including two SuperSoldaten with Lasergewehr. Take out the Soldiers before the SuperSoldaten come after you, then switch to your heavy weapon and take them down.



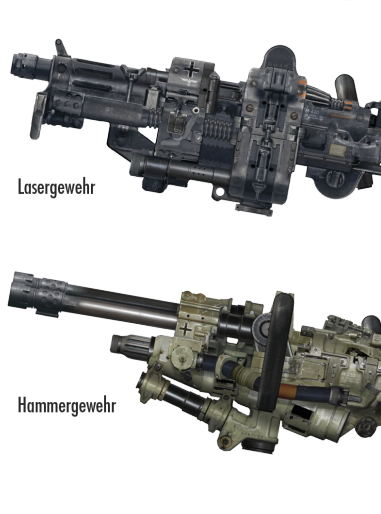
Since the SuperSoldaten can charge you in these tight quarters, be ready to use melee attacks. They can't shoot you up close, so hack at them with your hatchets until they're dead.

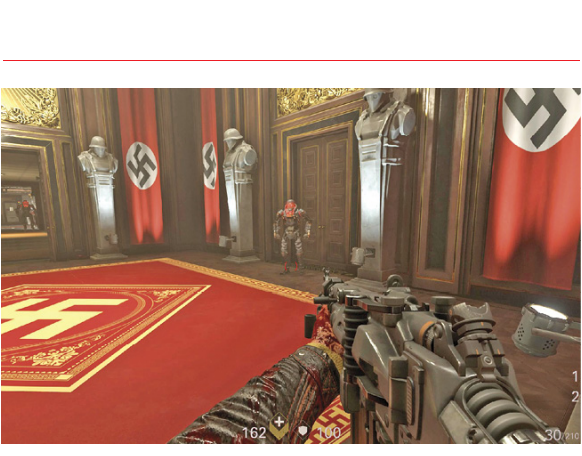
USING THEIR OWN WEAPONS

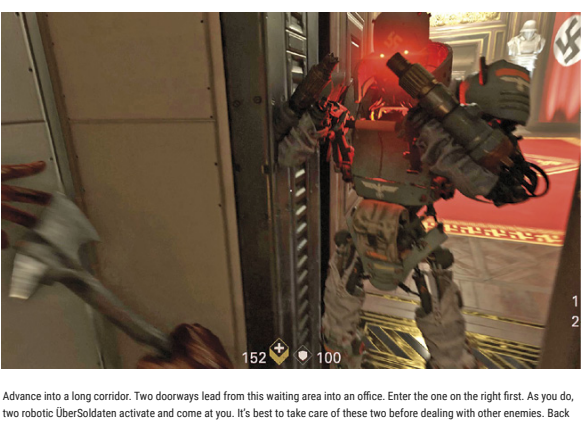
Each SuperSoldat carries two identical heavy weapons: Dieselgewehr, Lasergewehr, or Hammergewehr. These are perfect tools to use against them. After defeating the first SuperSoldat, pick up one of his heavy weapons and use it against the next SuperSoldat. You can also use a SuperSoldat's leftover heavy weapon to refill the one you grab. This spares your own heavy weapon's ammo twice over, which is good, because you'll need it later.

Dieselgewehr

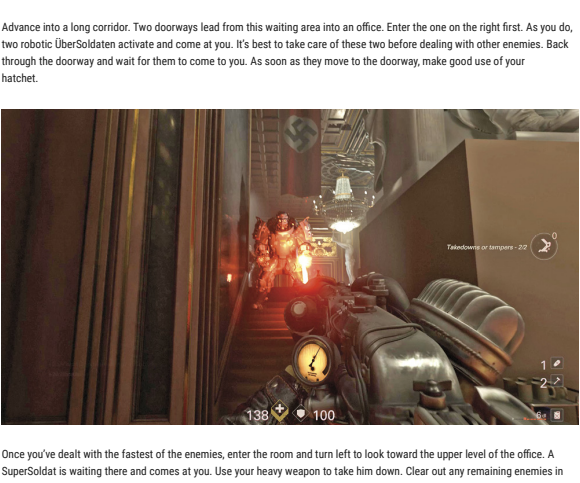
Lasergewehr



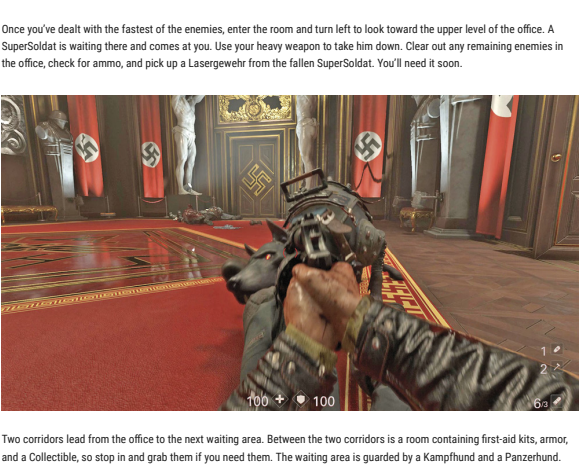




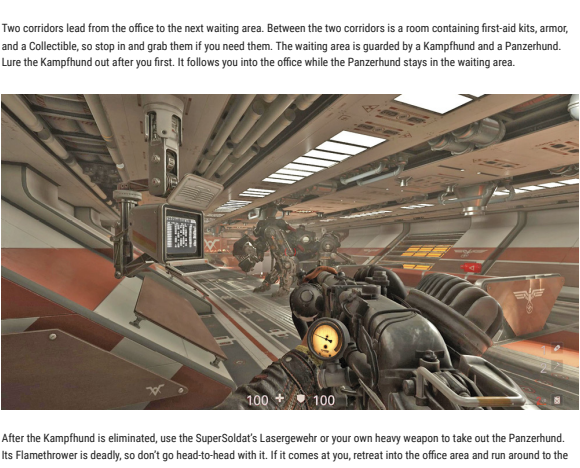
Advance into a long corridor. Two doorways lead from this waiting area into an office. Enter the one on the right first. As you do, two robotic ÜberSoldaten activate and come at you. It's best to take care of these two before dealing with other enemies. Back through the doorway and wait for them to come to you. As soon as they move to the doorway, make good use of your hatchet.



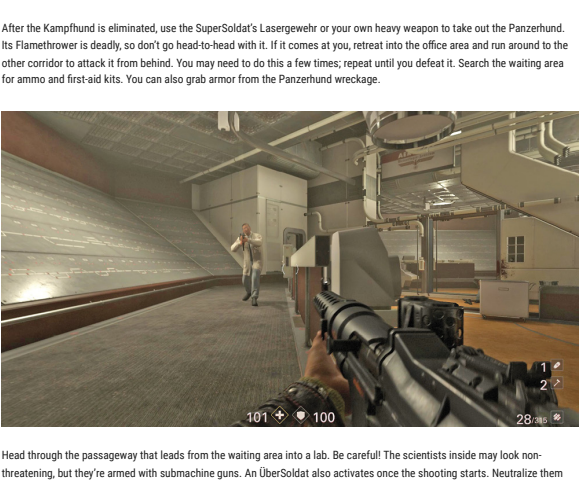
Once you've dealt with the fastest of the enemies, enter the room and turn left to look toward the upper level of the office. A SuperSoldat is waiting there and comes at you. Use your heavy weapon to take him down. Clear out any remaining enemies in the office, check for ammo, and pick up a Lasergewehr from the fallen SuperSoldat. You'll need it soon.



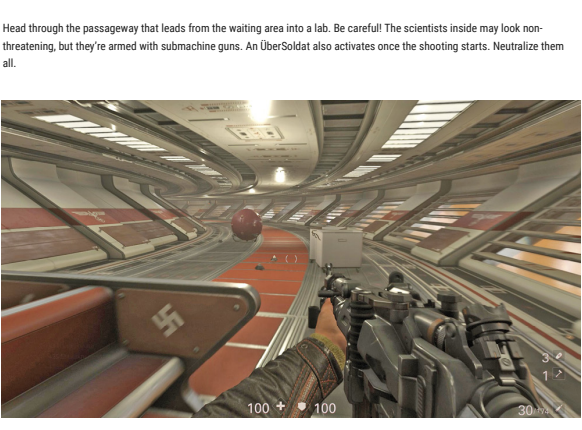
Two corridors lead from the office to the next waiting area. Between the two corridors is a room containing first-aid kits, armor, and a Collectible, so stop in and grab them if you need them. The waiting area is guarded by a Kampfhund and a Panzerhund. Lure the Kampfhund out after you first. It follows you into the office while the Panzerhund stays in the waiting area.



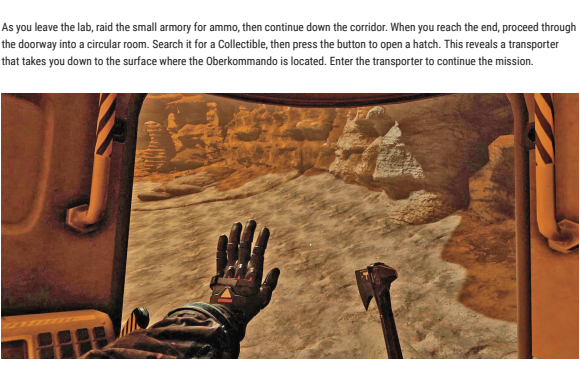
After the Kampfhund is eliminated, use the SuperSoldat's Lasergewehr or your own heavy weapon to take out the Panzerhund. Its Flamethrower is deadly, so don't go head-to-head with it. If it comes at you, retreat into the office area and run around to the other corridor to attack it from behind. You may need to do this a few times; repeat until you defeat it. Search the waiting area for ammo and first-aid kits. You can also grab armor from the Panzerhund wreckage.



Head through the passageway that leads from the waiting area into a lab. Be careful! The scientists inside may look non-threatening, but they're armed with submachine guns. An ÜberSoldat also activates once the shooting starts. Neutralize them all.

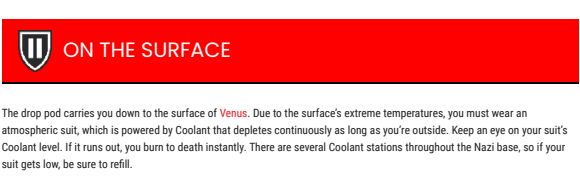


As you leave the lab, raid the small armory for ammo, then continue down the corridor. When you reach the end, proceed through the doorway into a circular room. Search it for a Collectible, then press the button to open a hatch. This reveals a transporter that takes you down to the surface where the Oberkommando is located. Enter the transporter to continue the mission.

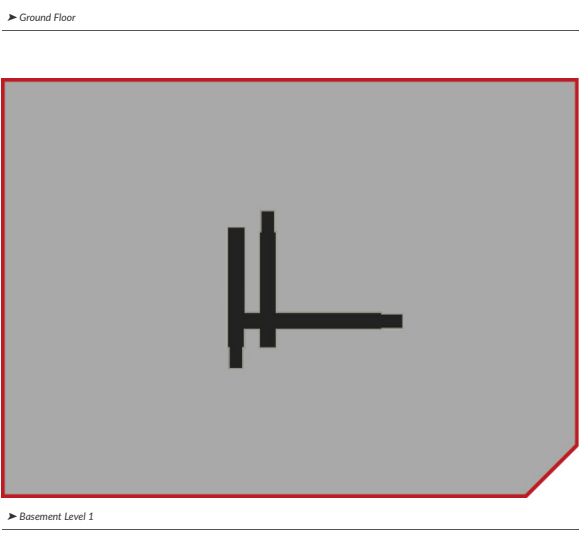


ON THE SURFACE

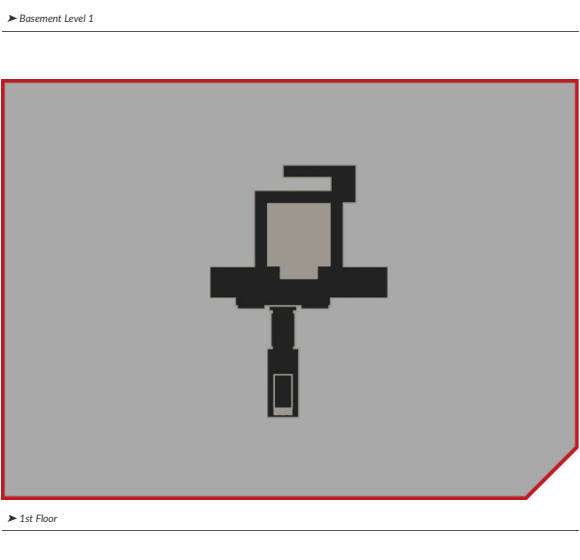
The drop pod carries you down to the surface of Venus. Due to the surface's extreme temperatures, you must wear an atmospheric suit, which is powered by Coolant that depletes continuously as long as you're outside. Keep an eye on your suit's Coolant level. If it runs out, you burn to death instantly. There are several Coolant stations throughout the Nazi base, so if your suit gets low, be sure to refill.



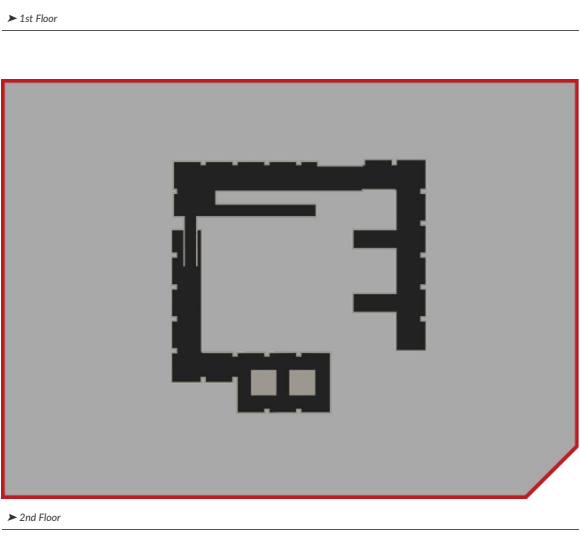
Ground Floor



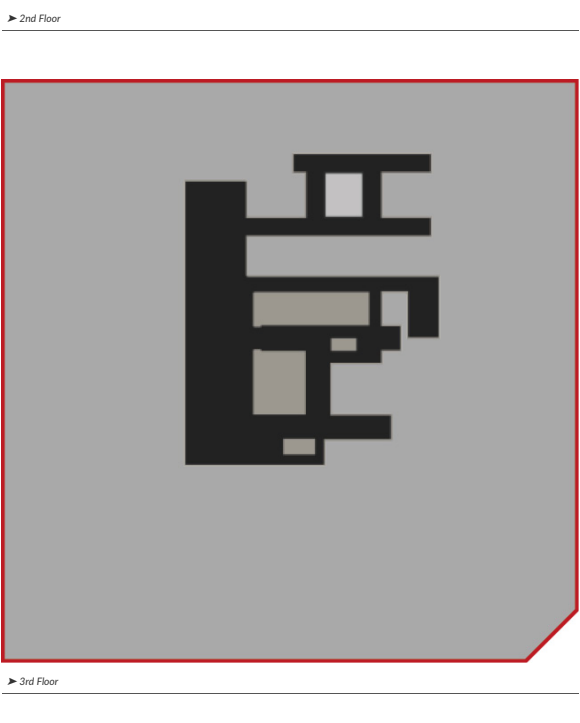
Basement Level 1



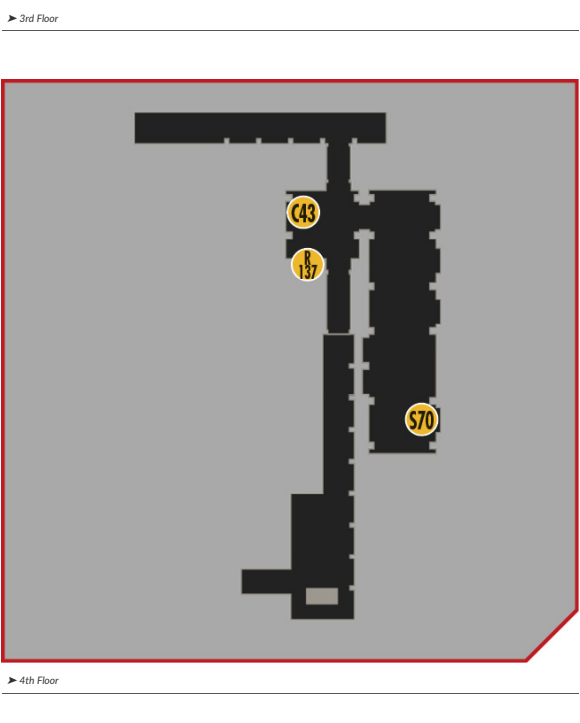
1st Floor



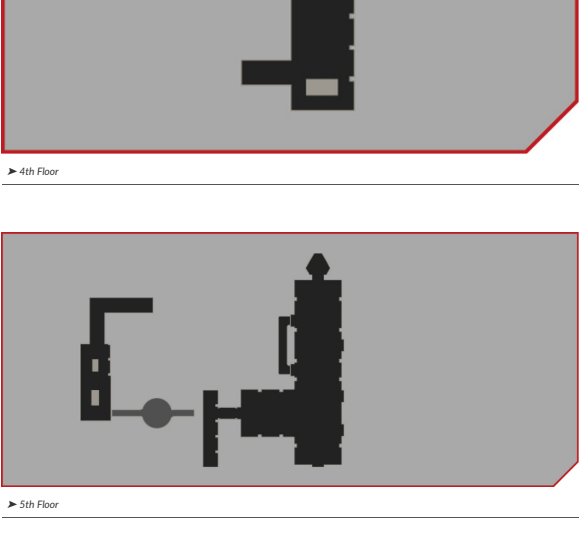
2nd Floor



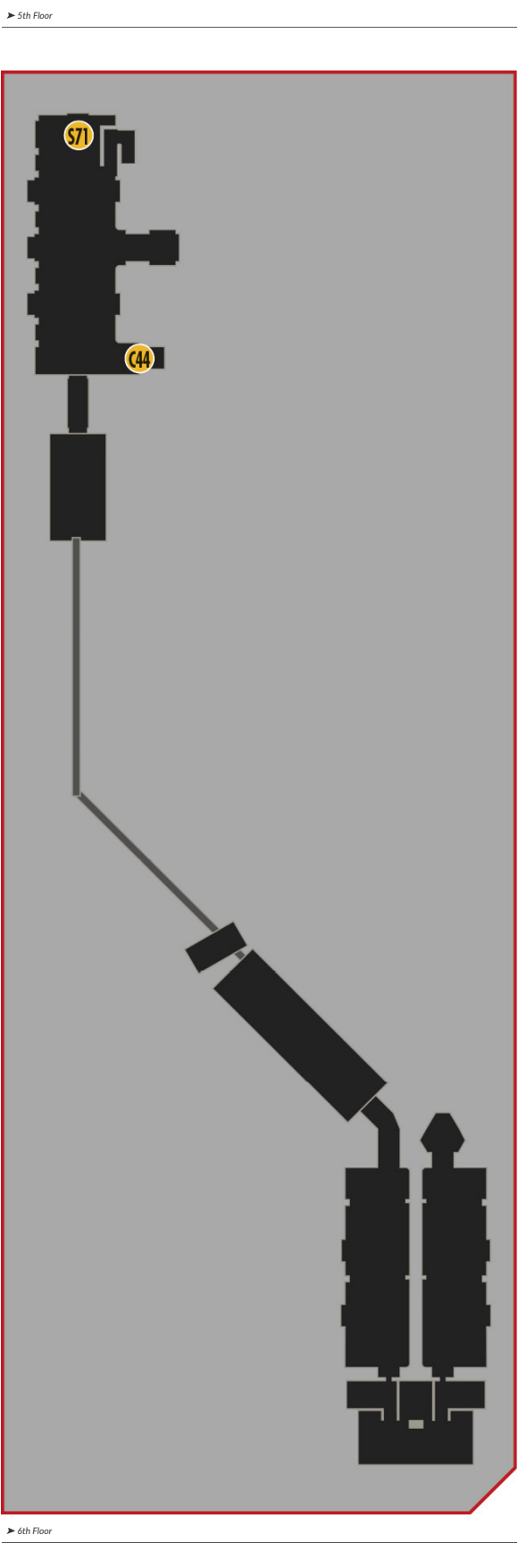
3rd Floor



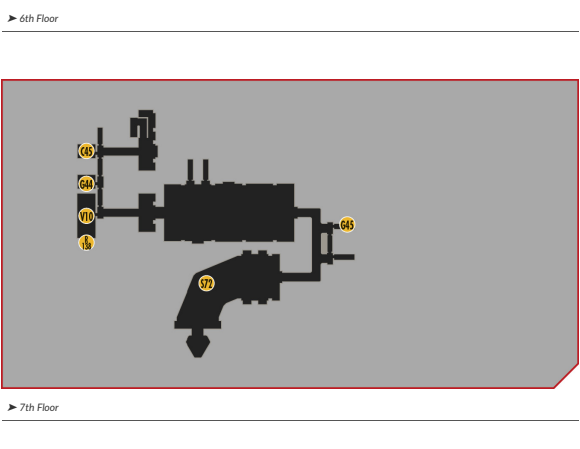
4th Floor



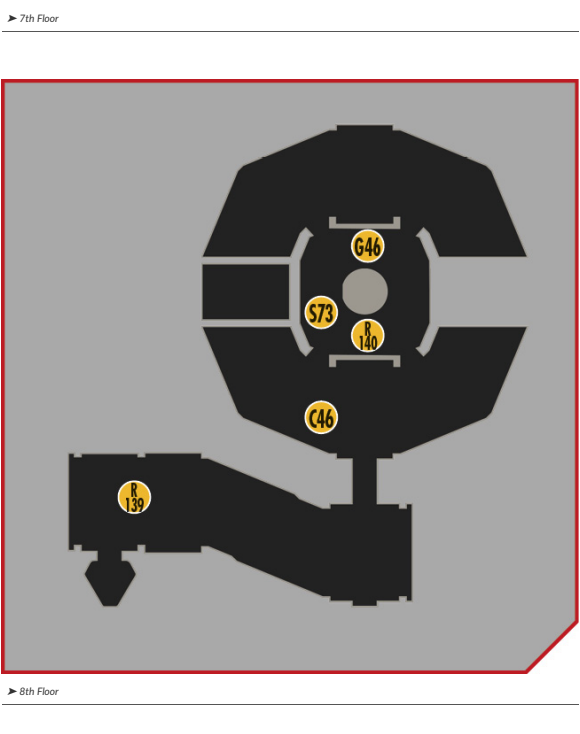
5th Floor



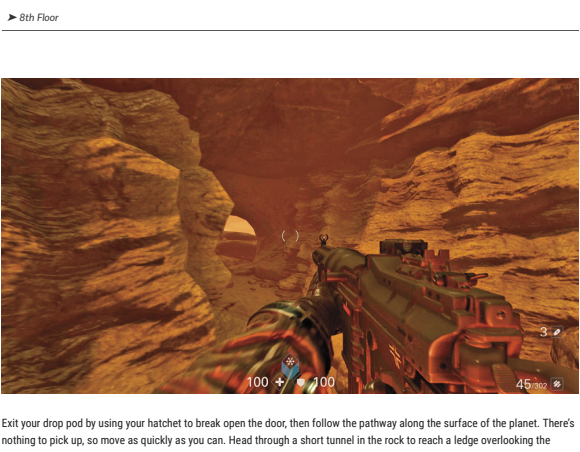
6th Floor



7th Floor

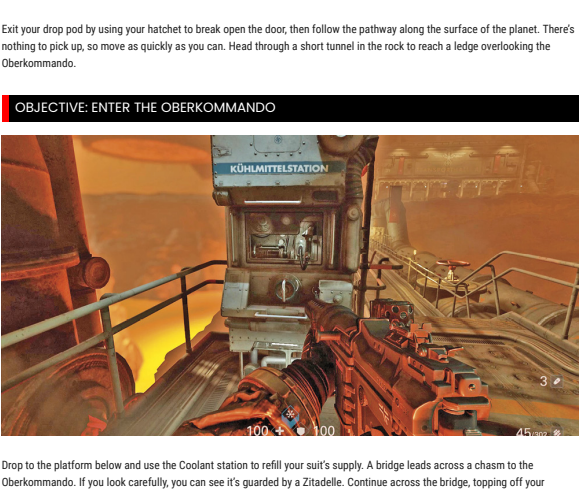


8th Floor

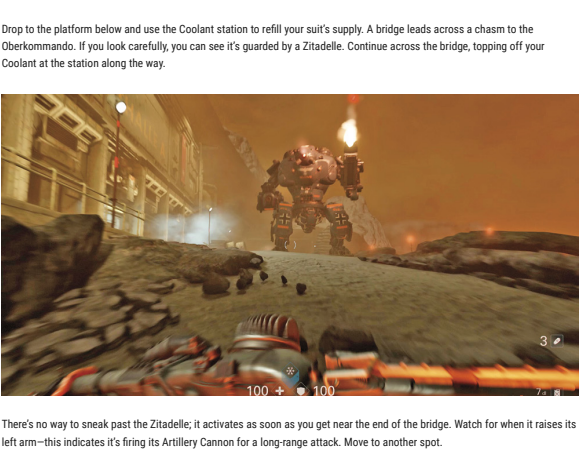


Exit your drop pod by using your hatchet to break open the door, then follow the pathway along the surface of the planet. There's nothing to pick up, so move as quickly as you can. Head through a short tunnel in the rock to reach a ledge overlooking the Oberkommando.

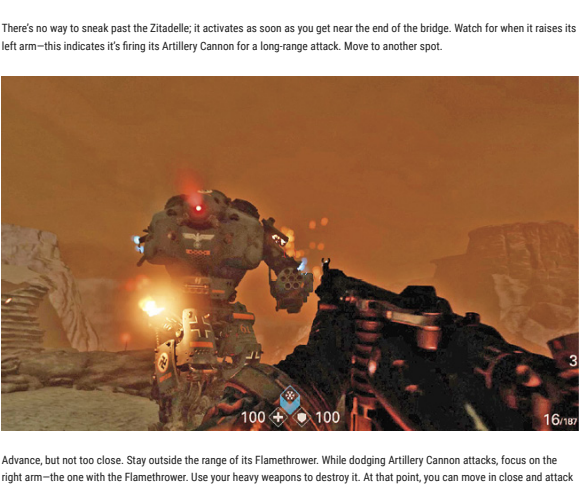
OBJECTIVE: ENTER THE OBERKOMMANDO



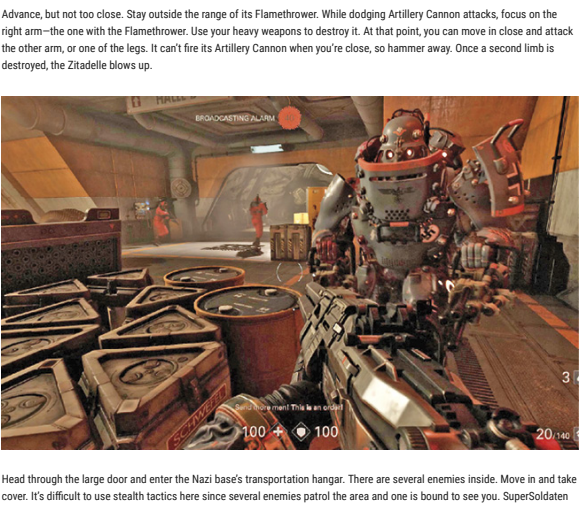
Drop to the platform below and use the Coolant station to refill your suit's supply. A bridge leads across a chasm to the Oberkommando. If you look carefully, you can see it's guarded by a Zitadelle. Continue across the bridge, topping off your Coolant at the station along the way.



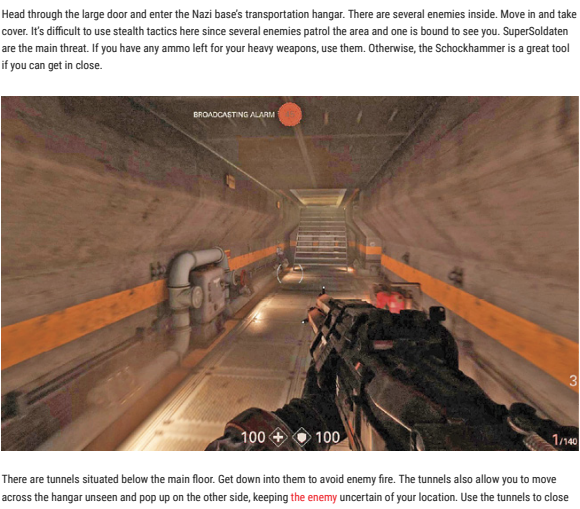
There's no way to sneak past the Zitadelle; it activates as soon as you get near the end of the bridge. Watch for when it raises its left arm—this indicates it's firing its Artillery Cannon for a long-range attack. Move to another spot.



Advance, but not too close. Stay outside the range of its Flamethrower. While dodging Artillery Cannon attacks, focus on the right arm—the one with the Flamethrower. Use your heavy weapons to destroy it. At that point, you can move in close and attack the other arm, or one of the legs. It can't fire its Artillery Cannon when you're close, so hammer away. Once a second limb is destroyed, the Zitadelle blows up.



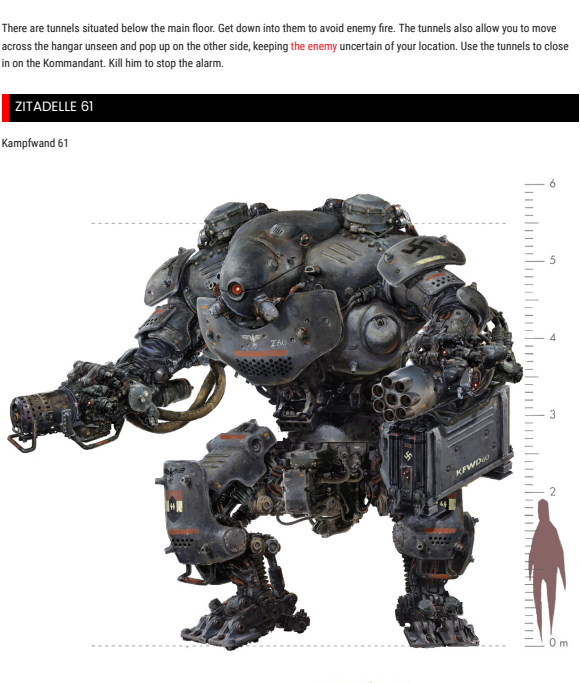
Head through the large door and enter the Nazi base's transportation hangar. There are several enemies inside. Move in and take cover. It's difficult to use stealth tactics here since several enemies patrol the area and one is bound to see you. SuperSoldaten are the main threat. If you have any ammo left for your heavy weapons, use them. Otherwise, the Schockhammer is a great tool if you can get in close.



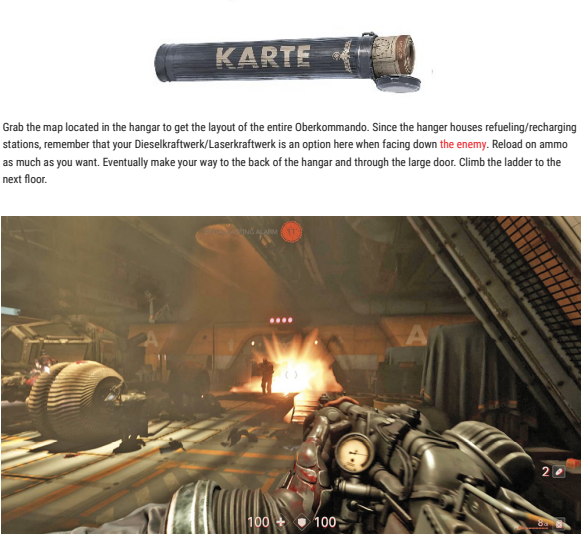
There are tunnels situated below the main floor. Get down into them to avoid enemy fire. The tunnels also allow you to move across the hangar unseen and pop up on the other side, keeping the enemy uncertain of your location. Use the tunnels to close in on the Kommandant. Kill him to stop the alarm.

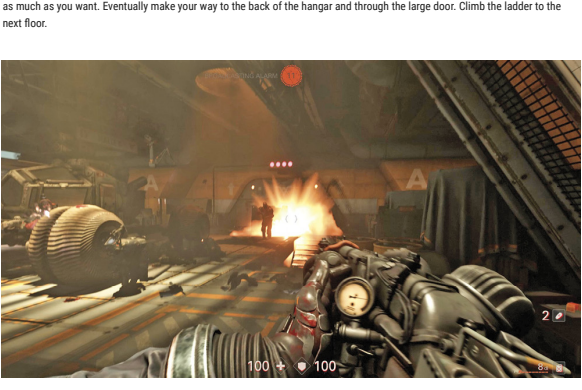
ZITADELLE 61

Kampfwand 61

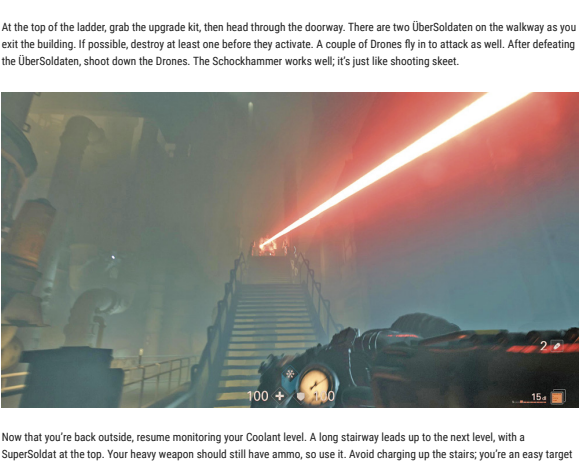


Grab the map located in the hangar to get the layout of the entire Oberkommando. Since the hangar houses refueling/recharging stations, remember that your Dieselkraftwerk/Laserkraftwerk is an option here when facing down the enemy. Reload on ammo as much as you want. Eventually make your way to the back of the hangar and through the large door. Climb the ladder to the next floor.

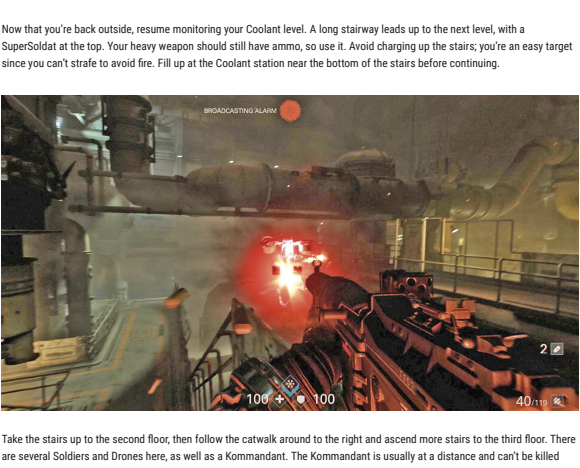




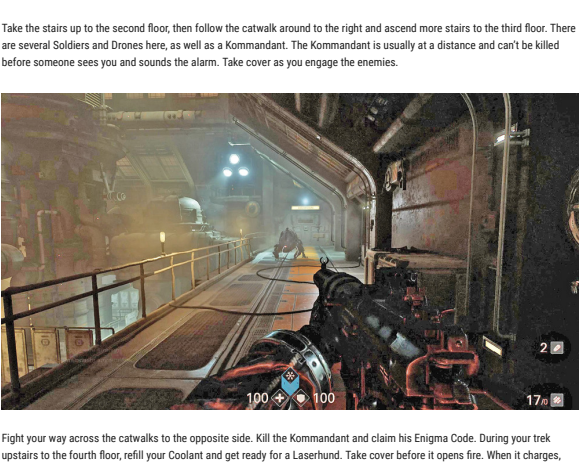
At the top of the ladder, grab the upgrade kit, then head through the doorway. There are two ÜberSoldaten on the walkway as you exit the building. If possible, destroy at least one before they activate. A couple of Drones fly in to attack as well. After defeating the ÜberSoldaten, shoot down the Drones. The Schockhammer works well; it's just like shooting skeet.



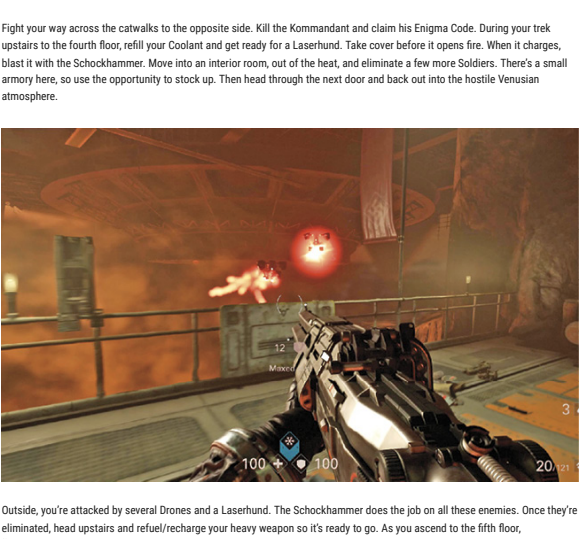
Now that you're back outside, resume monitoring your Coolant level. A long stairway leads up to the next level, with a SuperSoldat at the top. Your heavy weapon should still have ammo, so use it. Avoid charging up the stairs; you're an easy target since you can't strafe to avoid fire. Fill up at the Coolant station near the bottom of the stairs before continuing.



Take the stairs up to the second floor, then follow the catwalk around to the right and ascend more stairs to the third floor. There are several Soldiers and Drones here, as well as a Kommandant. The Kommandant is usually at a distance and can't be killed before someone sees you and sounds the alarm. Take cover as you engage the enemies.

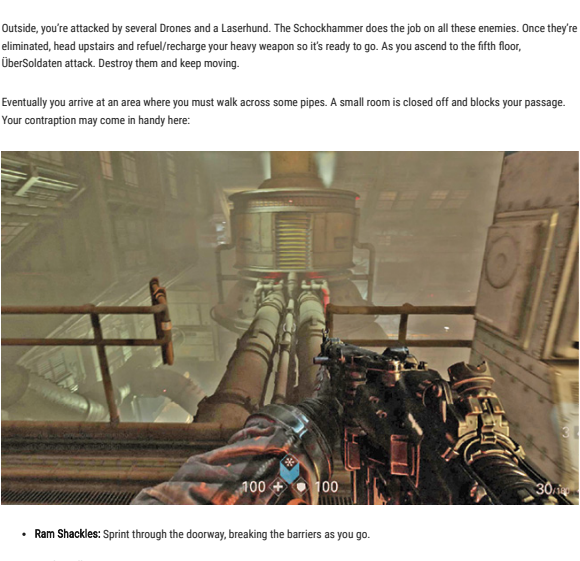


Fight your way across the catwalks to the opposite side. Kill the Kommandant and claim his Enigma Code. During your trek upstairs to the fourth floor, refill your Coolant and get ready for a Laserhund. Take cover before it opens fire. When it charges, blast it with the Schockhammer. Move into an interior room, out of the heat, and eliminate a few more Soldiers. There's a small armory here, so use the opportunity to stock up. Then head through the next door and back out into the hostile Venusian atmosphere.



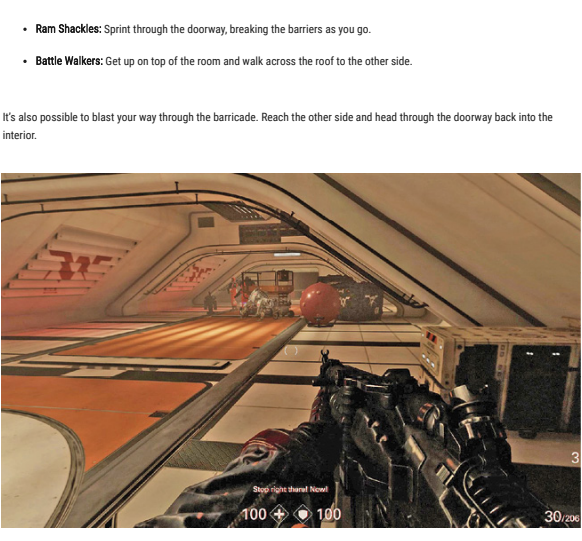
Outside, you're attacked by several Drones and a Laserhund. The Schockhammer does the job on all these enemies. Once they're eliminated, head upstairs and refuel/recharge your heavy weapon so it's ready to go. As you ascend to the fifth floor, ÜberSoldaten attack. Destroy them and keep moving.

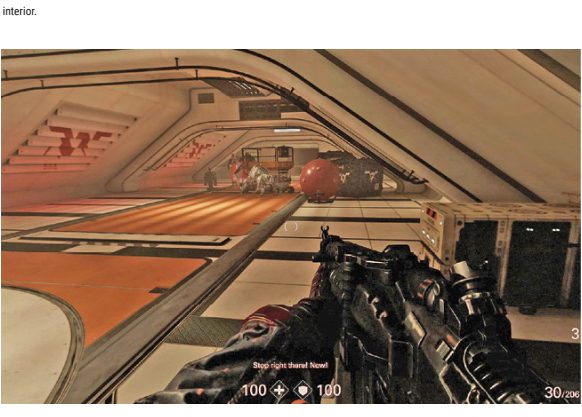
Eventually you arrive at an area where you must walk across some pipes. A small room is closed off and blocks your passage. Your contraption may come in handy here:



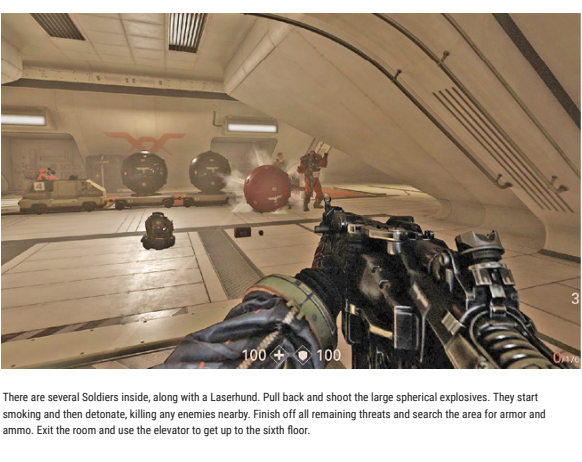
- **Ram Shackles:** Sprint through the doorway, breaking the barriers as you go.
- **Battle Walkers:** Get up on top of the room and walk across the roof to the other side.

It's also possible to blast your way through the barricade. Reach the other side and head through the doorway back into the interior.

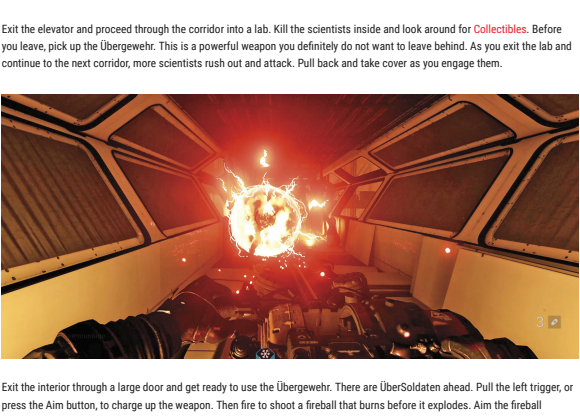




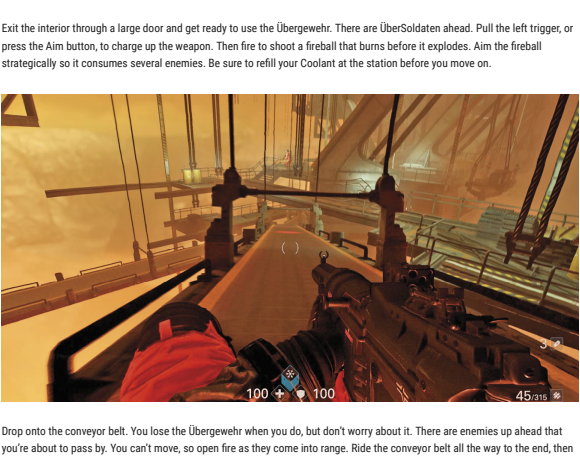
There are several Soldiers inside, along with a Laserhund. Pull back and shoot the large spherical explosives. They start smoking and then detonate, killing any enemies nearby. Finish off all remaining threats and search the area for armor and ammo. Exit the room and use the elevator to get up to the sixth floor.



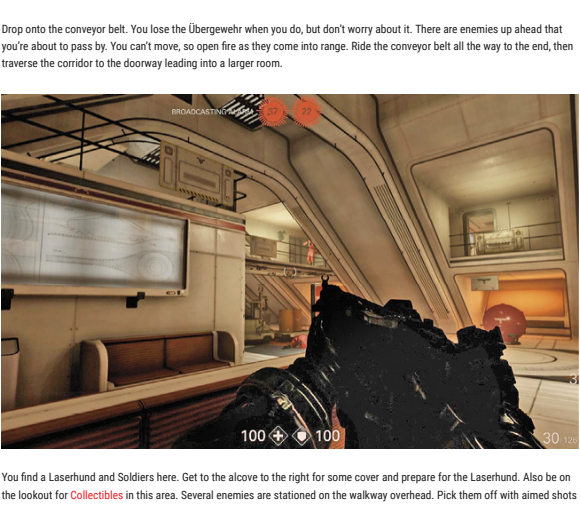
Exit the elevator and proceed through the corridor into a lab. Kill the scientists inside and look around for Collectibles. Before you leave, pick up the Übergewehr. This is a powerful weapon you definitely do not want to leave behind. As you exit the lab and continue to the next corridor, more scientists rush out and attack. Pull back and take cover as you engage them.



Exit the interior through a large door and get ready to use the Übergewehr. There are ÜberSoldaten ahead. Pull the left trigger, or press the Aim button, to charge up the weapon. Then fire to shoot a fireball that burns before it explodes. Aim the fireball strategically so it consumes several enemies. Be sure to refill your Coolant at the station before you move on.

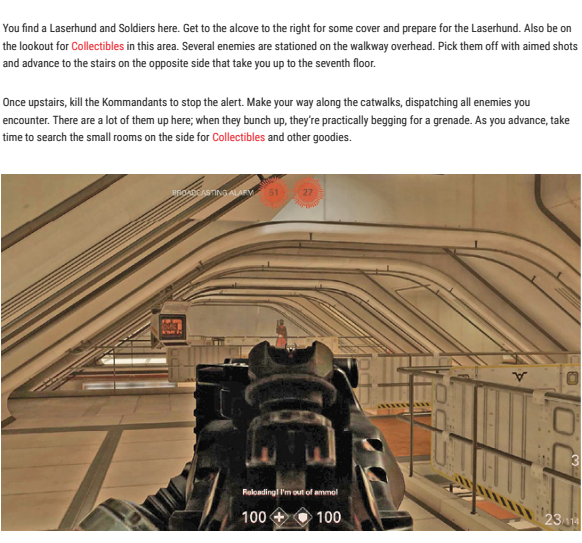


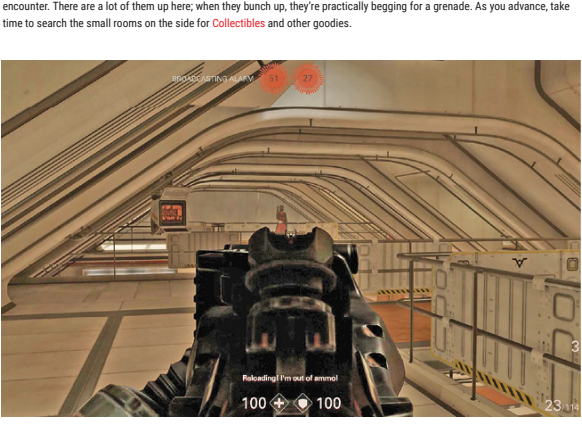
Drop onto the conveyor belt. You lose the Übergewehr when you do, but don't worry about it. There are enemies up ahead that you're about to pass by. You can't move, so open fire as they come into range. Ride the conveyor belt all the way to the end, then traverse the corridor to the doorway leading into a larger room.

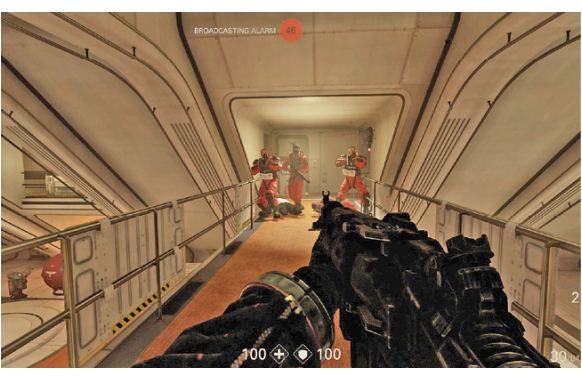


You find a Laserhund and Soldiers here. Get to the alcove to the right for some cover and prepare for the Laserhund. Also be on the lookout for Collectibles in this area. Several enemies are stationed on the walkway overhead. Pick them off with aimed shots and advance to the stairs on the opposite side that take you up to the seventh floor.

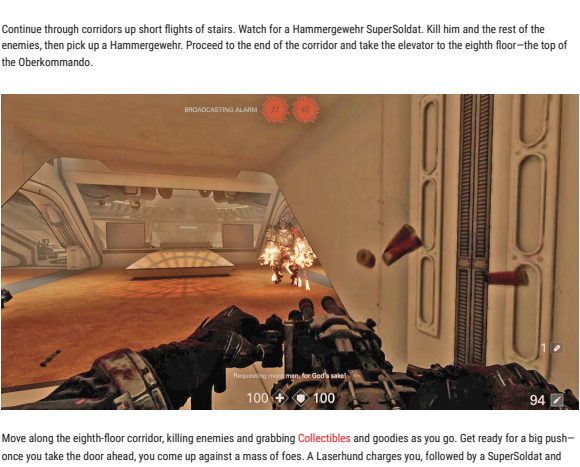
Once upstairs, kill the Kommandants to stop the alert. Make your way along the catwalks, dispatching all enemies you encounter. There are a lot of them up here; when they bunch up, they're practically begging for a grenade. As you advance, take time to search the small rooms on the side for Collectibles and other goodies.



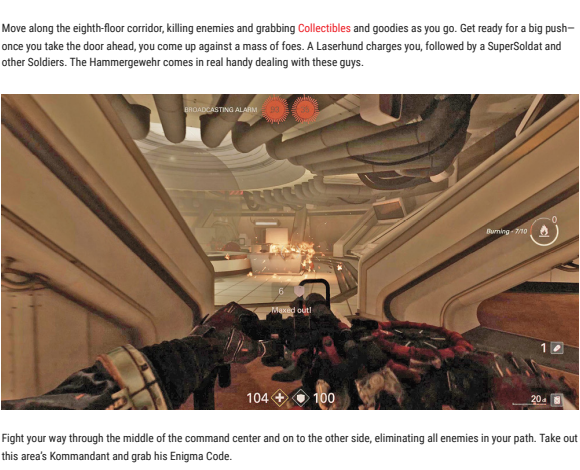




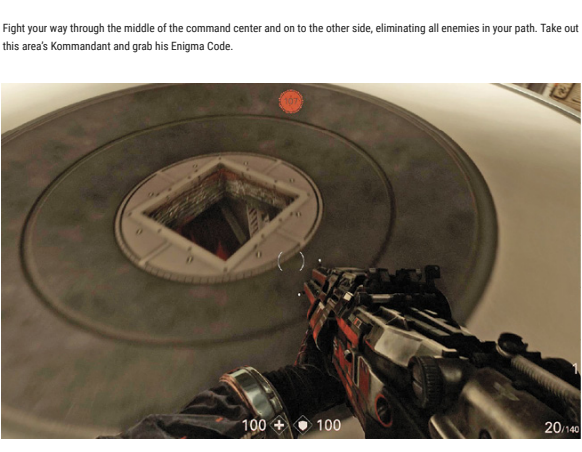
Continue through corridors up short flights of stairs. Watch for a Hammergewehr SuperSoldat. Kill him and the rest of the enemies, then pick up a Hammergewehr. Proceed to the end of the corridor and take the elevator to the eighth floor—the top of the Oberkommando.

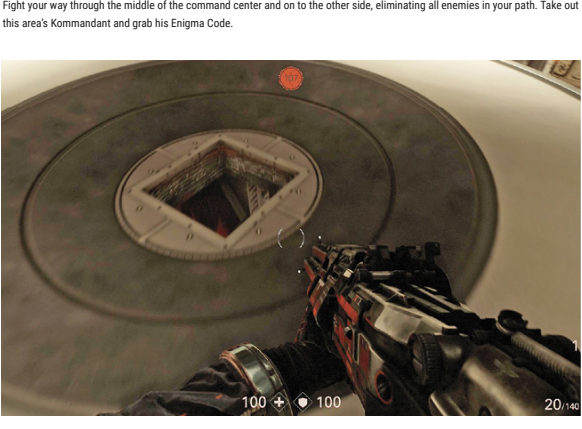


Move along the eighth-floor corridor, killing enemies and grabbing Collectibles and goodies as you go. Get ready for a big push—once you take the door ahead, you come up against a mass of foes. A Laserhund charges you, followed by a SuperSoldat and other Soldiers. The Hammergewehr comes in real handy dealing with these guys.

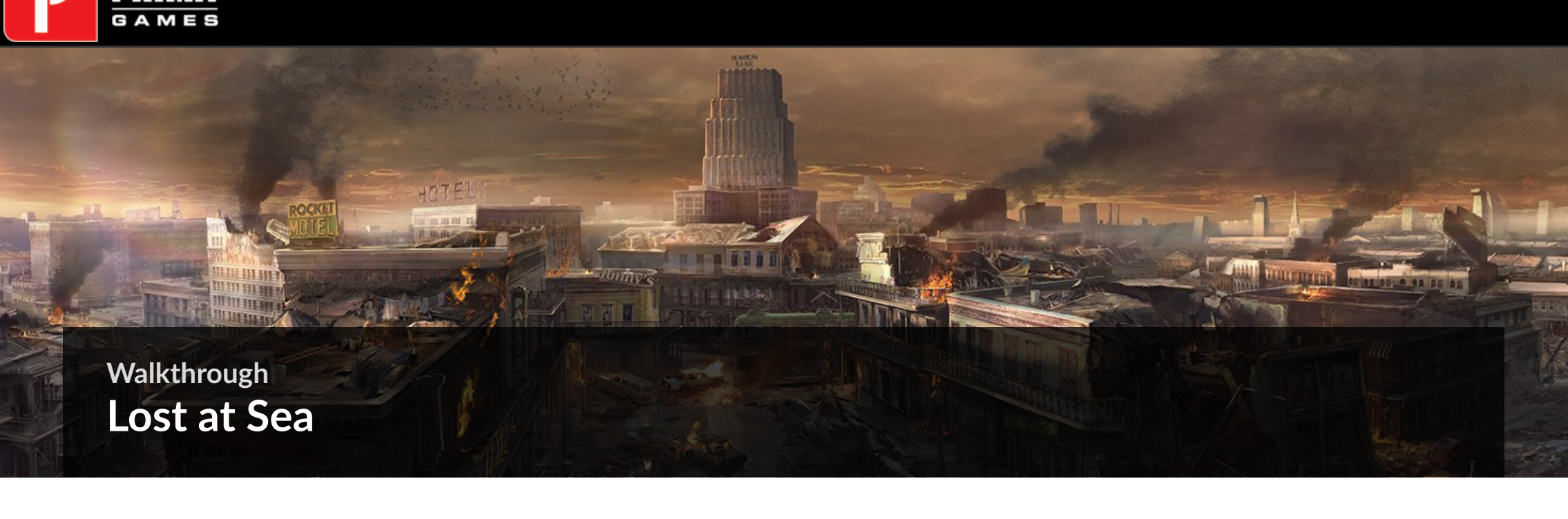


Fight your way through the middle of the command center and on to the other side, eliminating all enemies in your path. Take out this area's Kommandant and grab his Enigma Code.





Once all's clear, head to the command center's center and drop into a duct. Follow it to a side room that's been locked down. You've reached your objective. Use the computer console to get the ODIN codes and complete the mission. Once you have these, you take a flying saucer back to Earth and are picked up by *Evas Hammer*.



Walkthrough

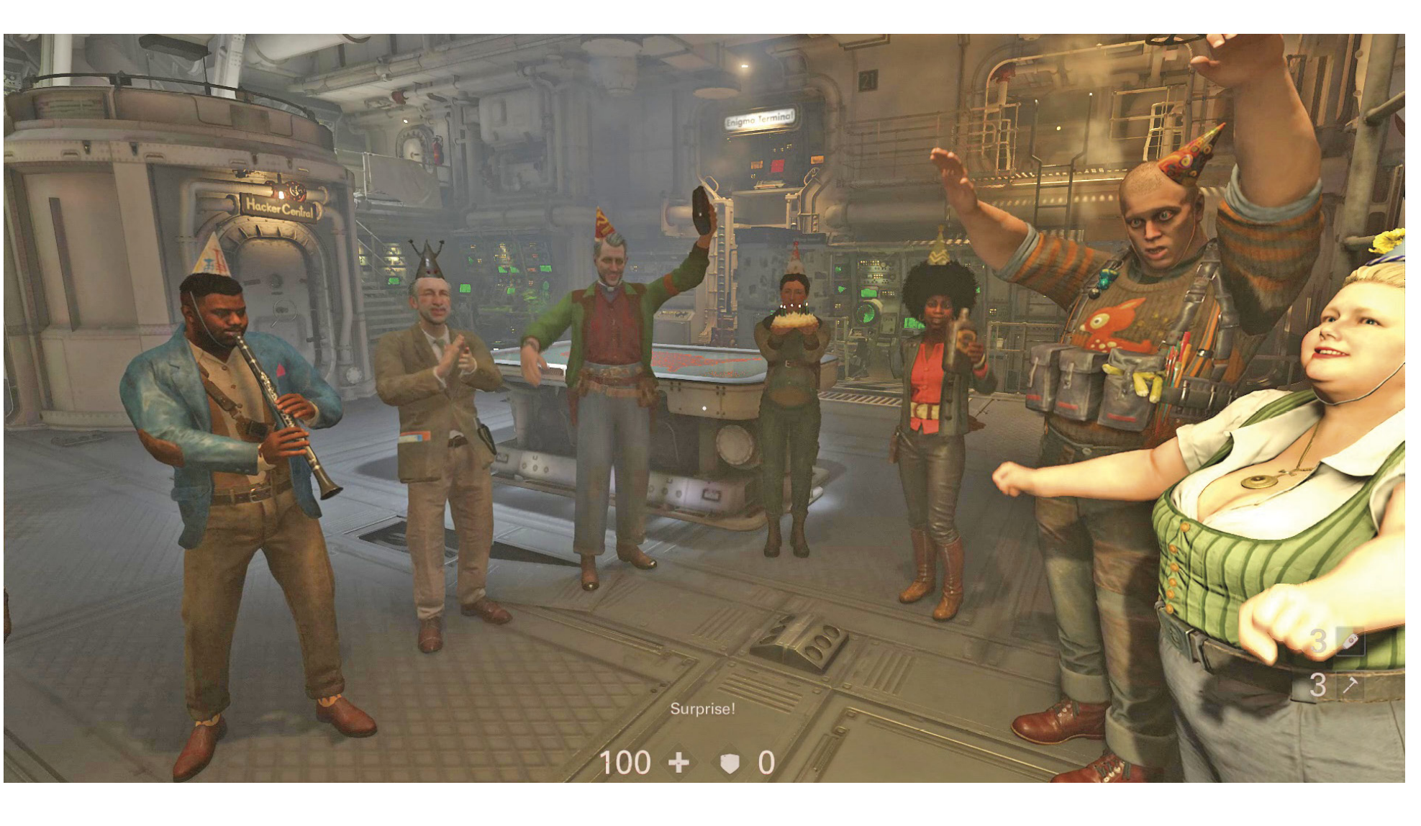
Lost at Sea

EVAS HAMMER

HOME AGAIN

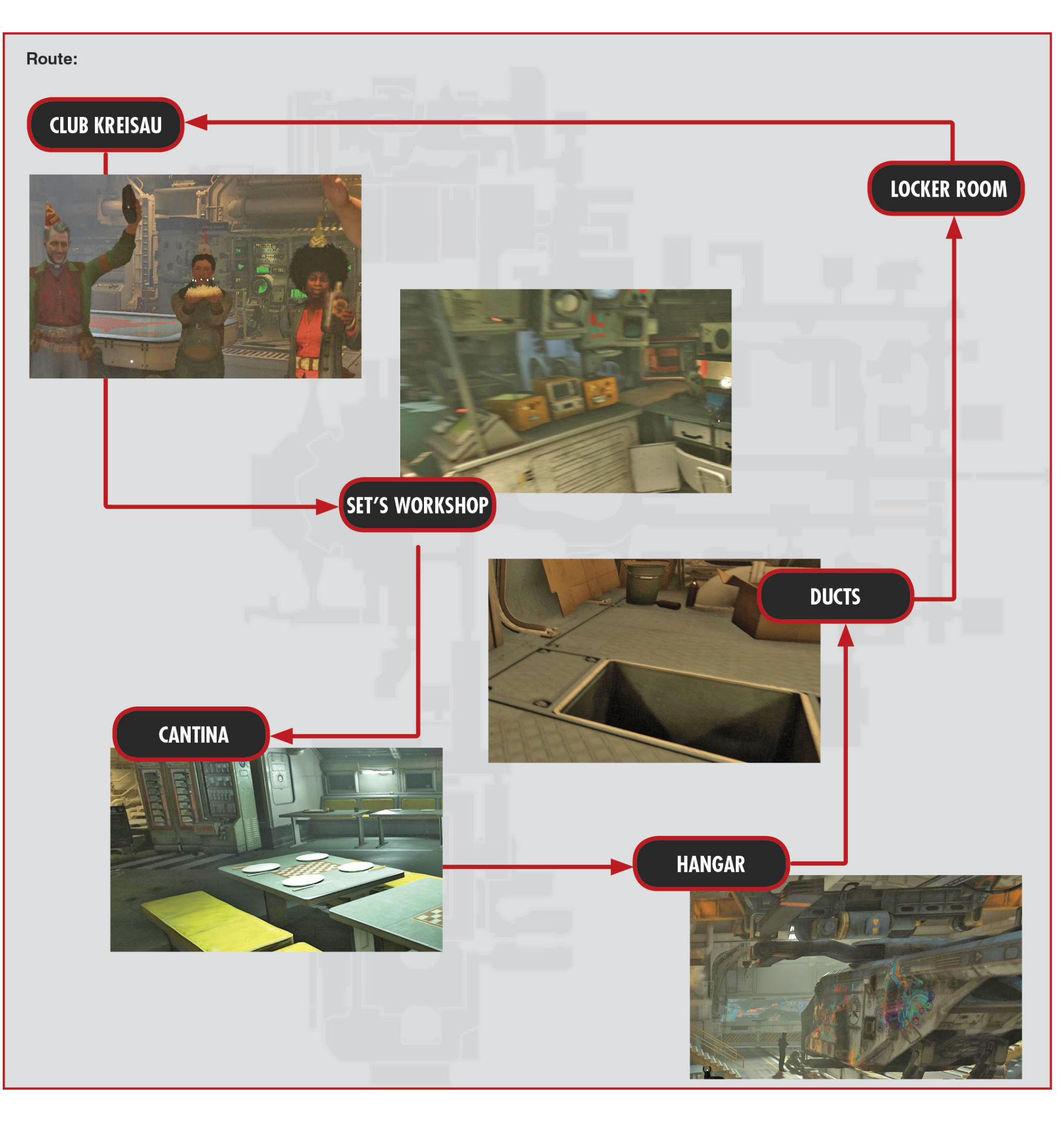
Evas Hammer
When you arrive back on the submarine after your trip to Venus, it's immediately clear that something seems wrong. Emergency lights are on and everyone has disappeared.

OBJECTIVE: INVESTIGATE WHAT'S GOING ON



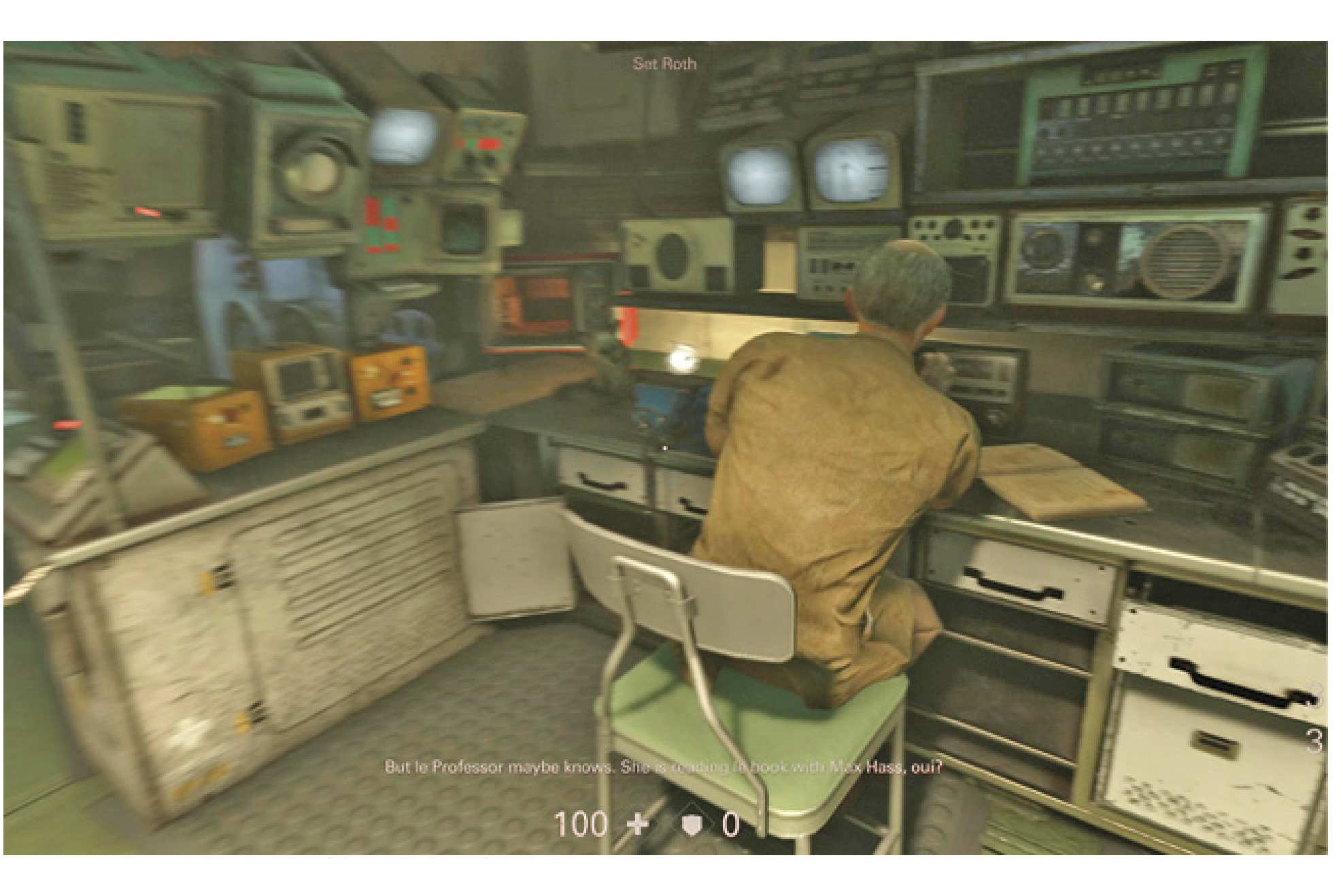
Turns out it's nothing to worry about—just a surprise for you, which leads to a lot of drinking. However, when you regain your senses, you find yourself with one of two problems, depending on who you saved at the beginning of the game.

FERGUS MISSION



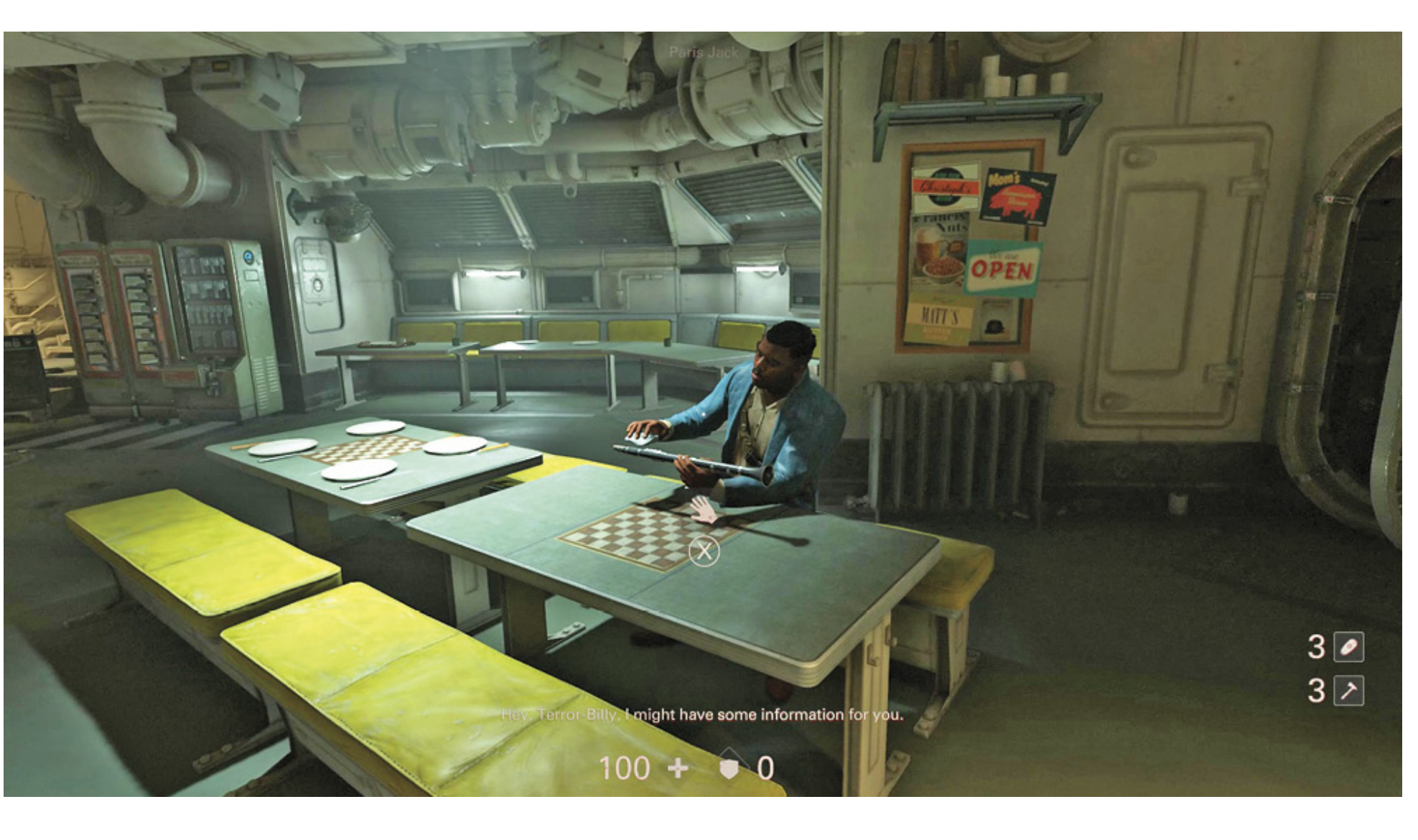
Fergus Reid

If you saved Fergus, you start off in Club Kreisau. Fergus is there, but his robotic arm is missing. No one—Fergus included—seems to remember what happened to the arm.



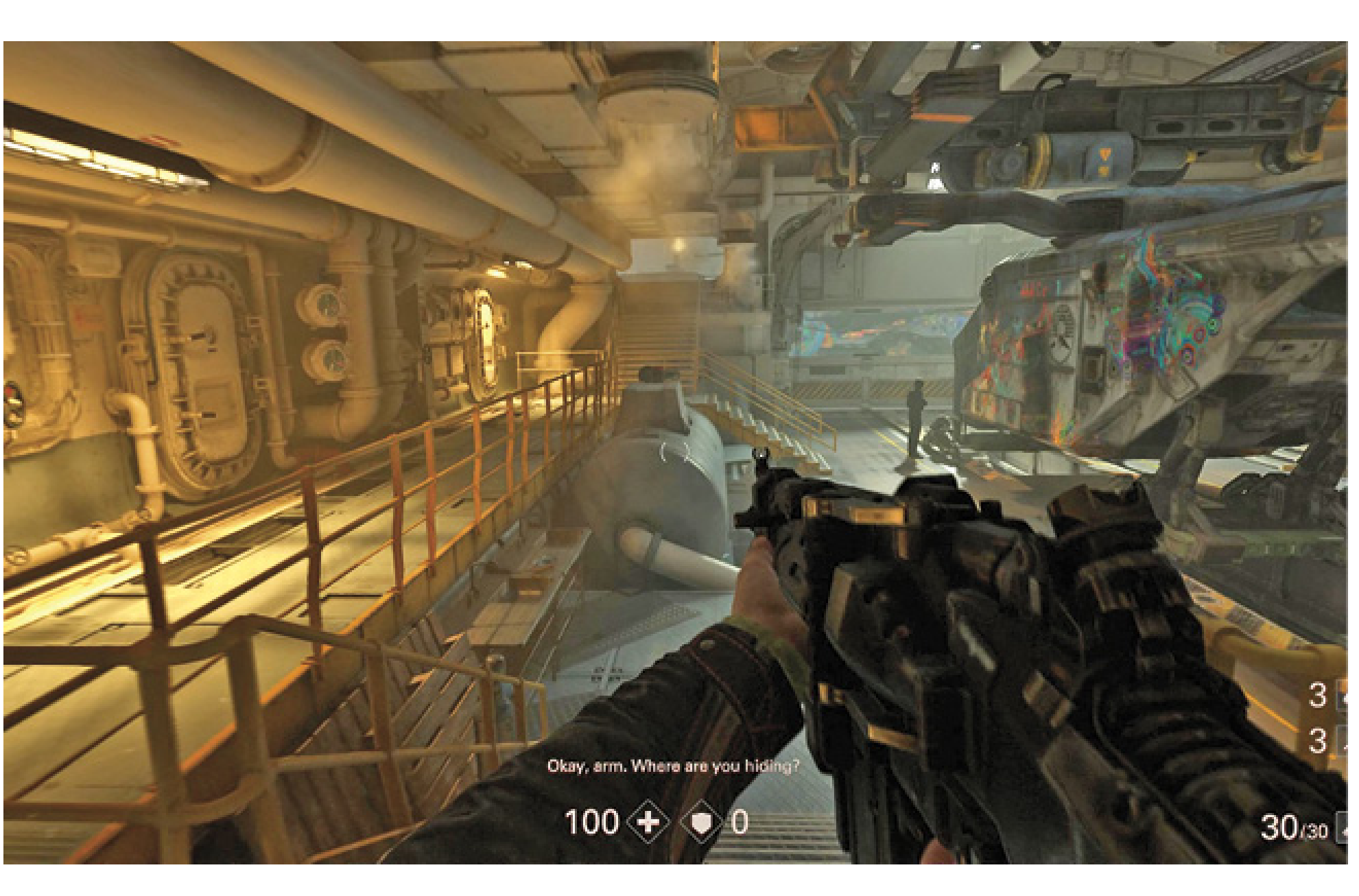
Begin by talking to several people on the submarine. Continue to Set's workshop and ask Set what he remembers. He claims he last saw Fergus, with his arm still attached, talking to Paris Jack.

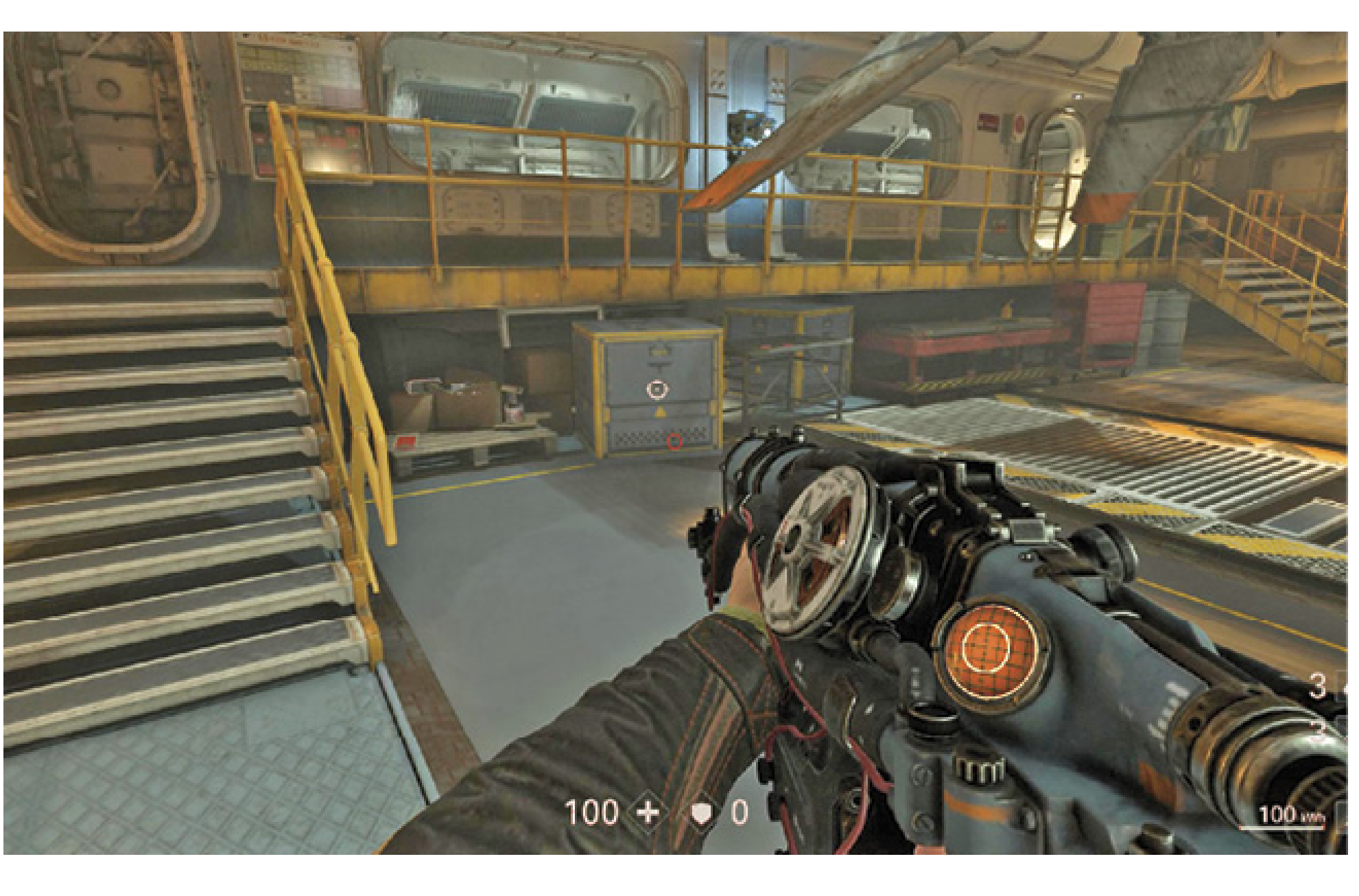
OBJECTIVE: TALK TO PARIS JACK



Your next goal: track down Paris Jack. As you talk to more people, you discover he's probably in the cantina. Head there next and talk to him. Paris Jack relates the story of what happened the previous evening and why Fergus was upset about the arm. He also gives you an idea of where to look next—the hangar.

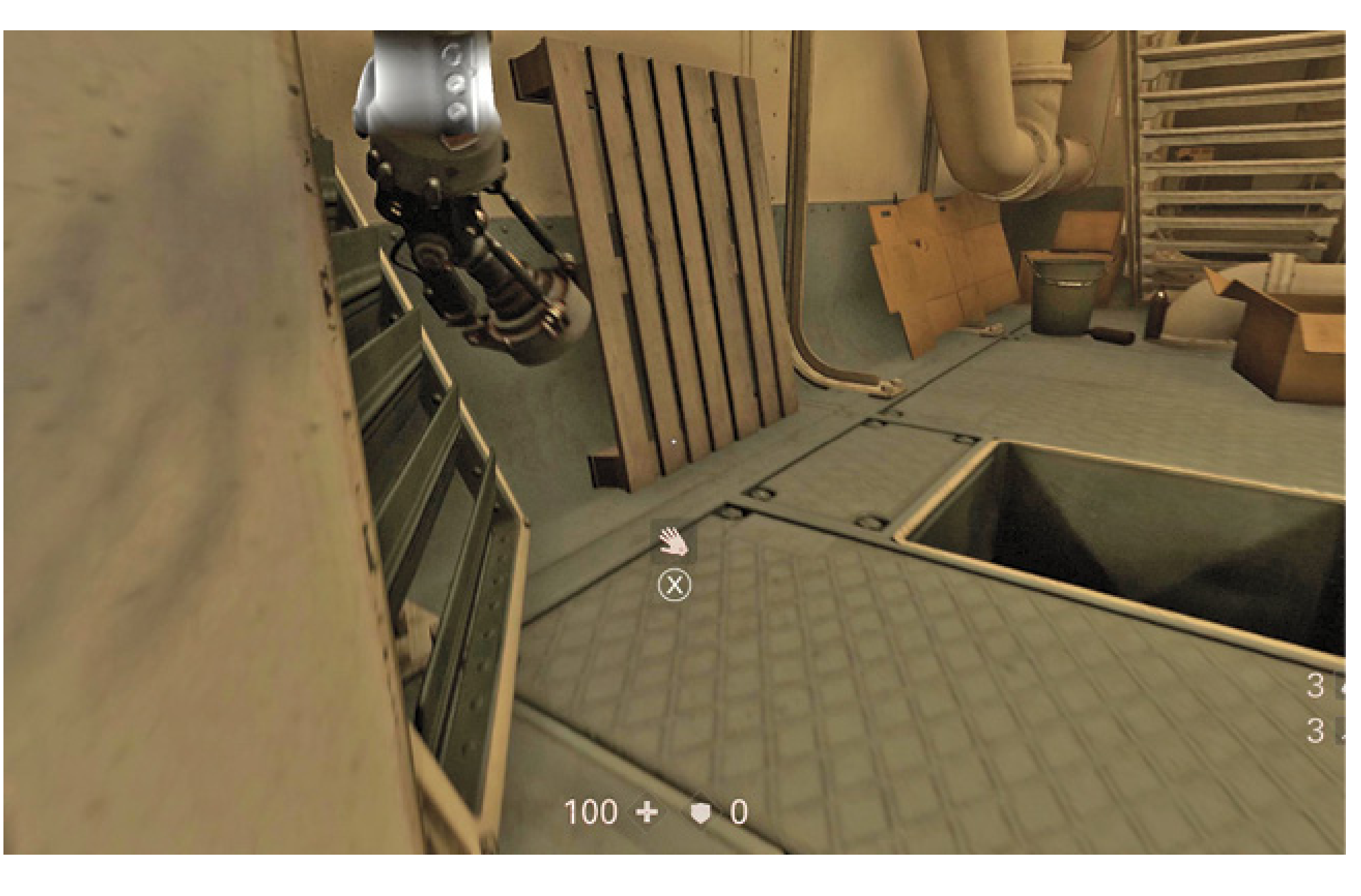
OBJECTIVE: GO TO THE HANGAR





Make your way through the boat all the way to the hangar. Move down by the helicopter and look for a metal container displaying a small target. Use your Laserkraftwerk to blow through two sides of the container so you can crawl through it.

OBJECTIVE: FIND FERGUS' ARM



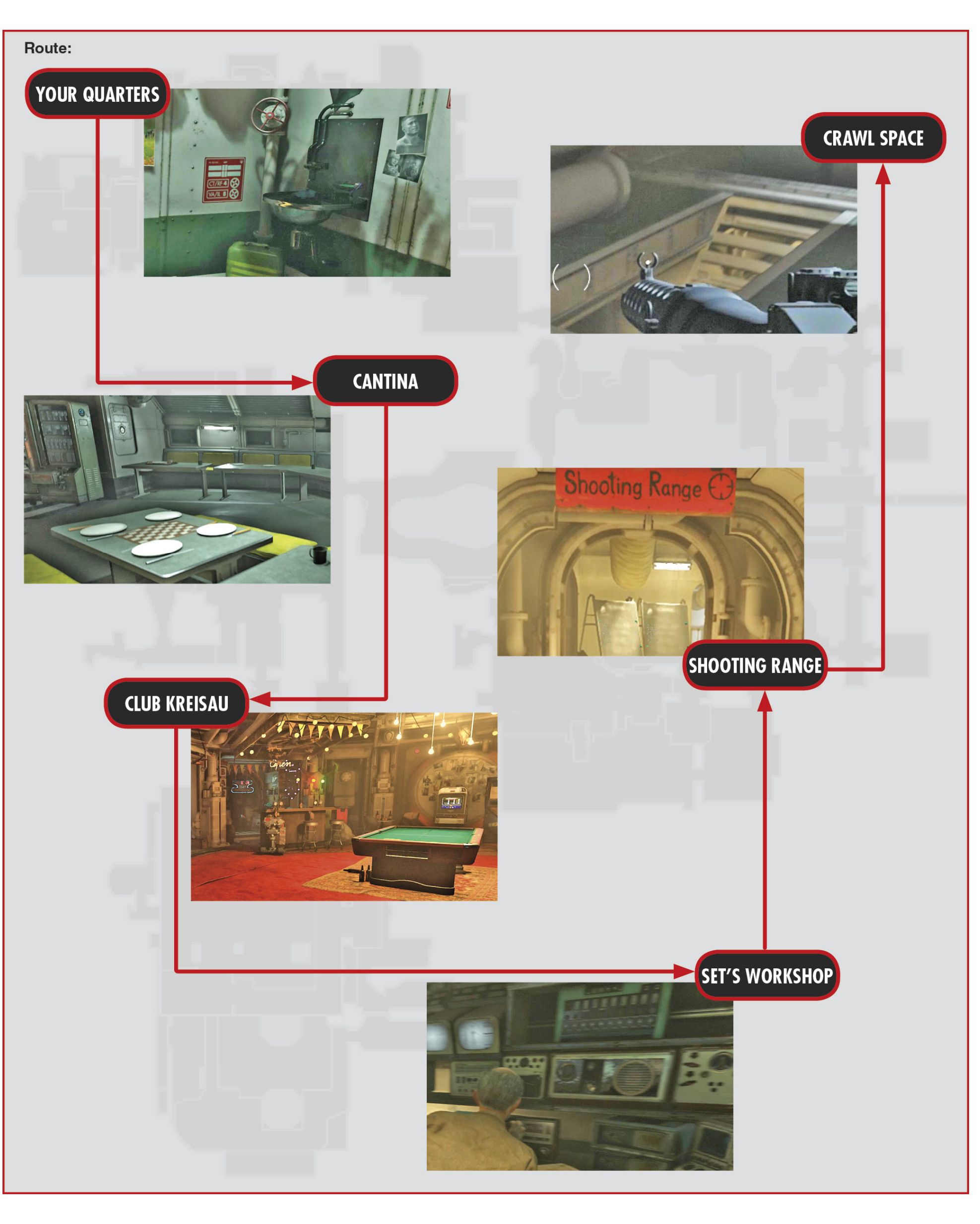
Crawl through the ducts until you find Fergus' arm. Pick it up. At this point, you can drop into the duct ahead of you and follow it all the way to the locker room on the lower level.

OBJECTIVE: REATTACH FERGUS' ARM

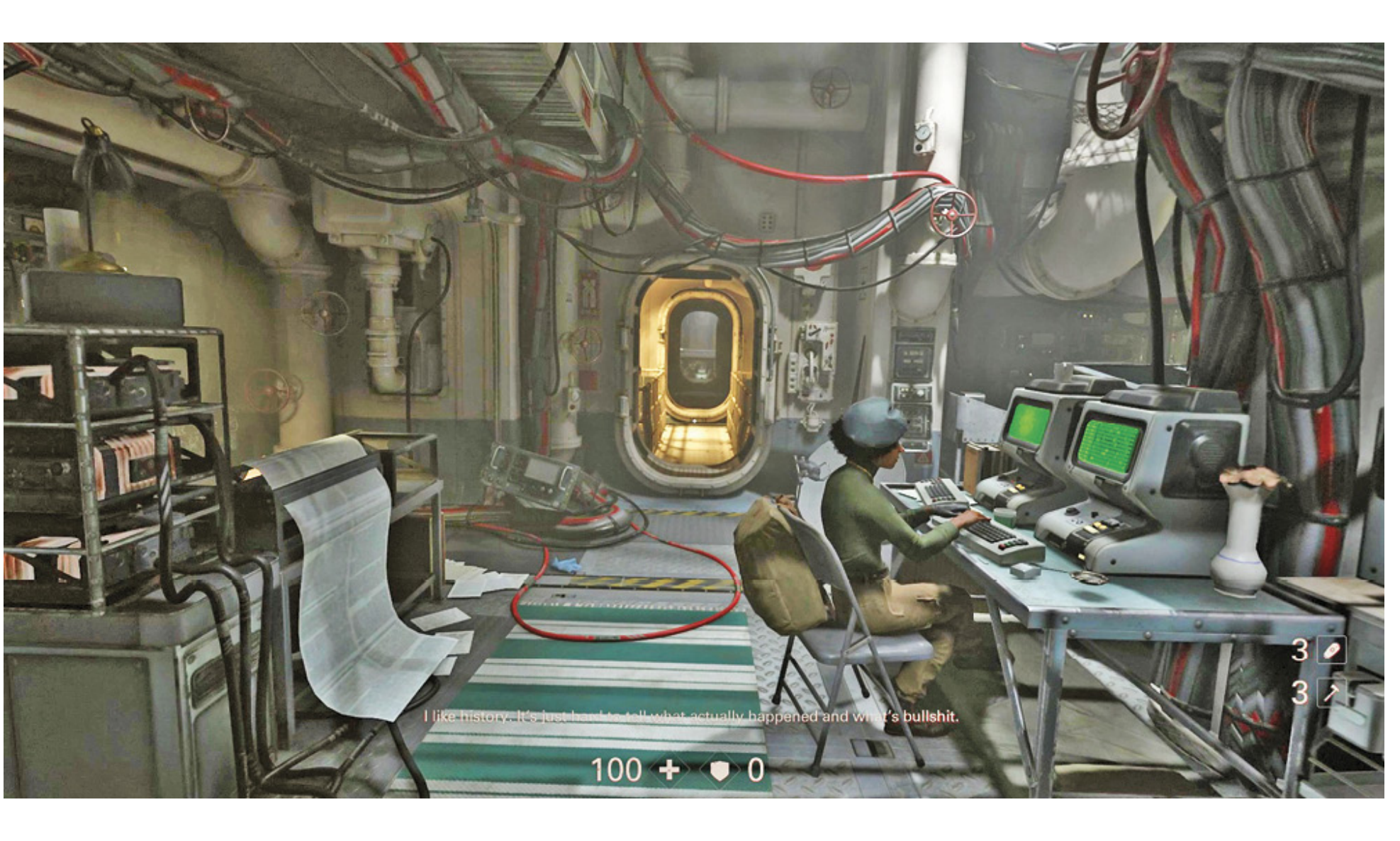
Fergus Reid

From the locker room, return to Club Kreisau and reunite Fergus with his arm.

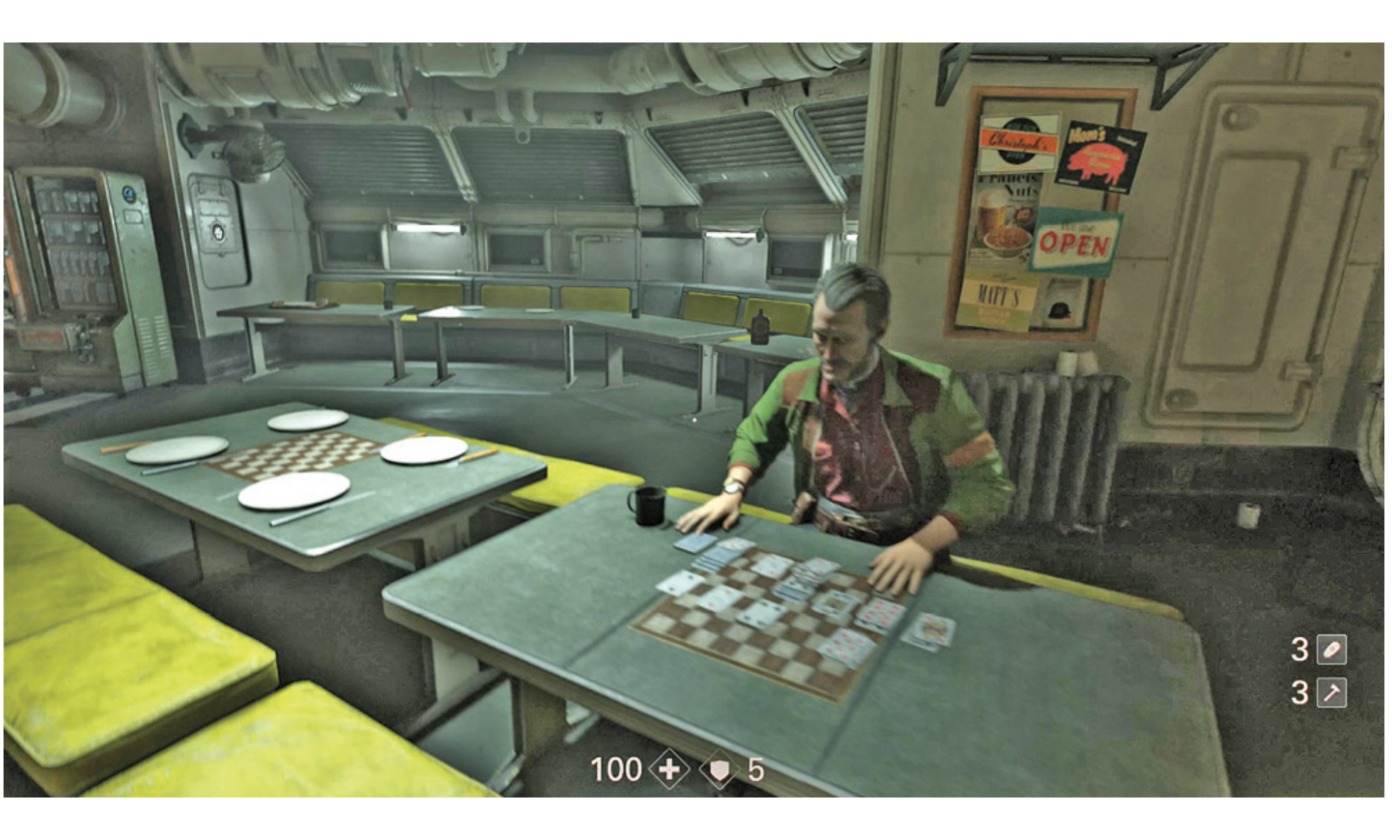
WYATT MISSION



If you're playing the Wyatt Campaign, your objective differs slightly, as does your route. You begin the mission in your quarters. Grace wakes you up and tells you Wyatt is missing. No one can find him anywhere on the U-boat.



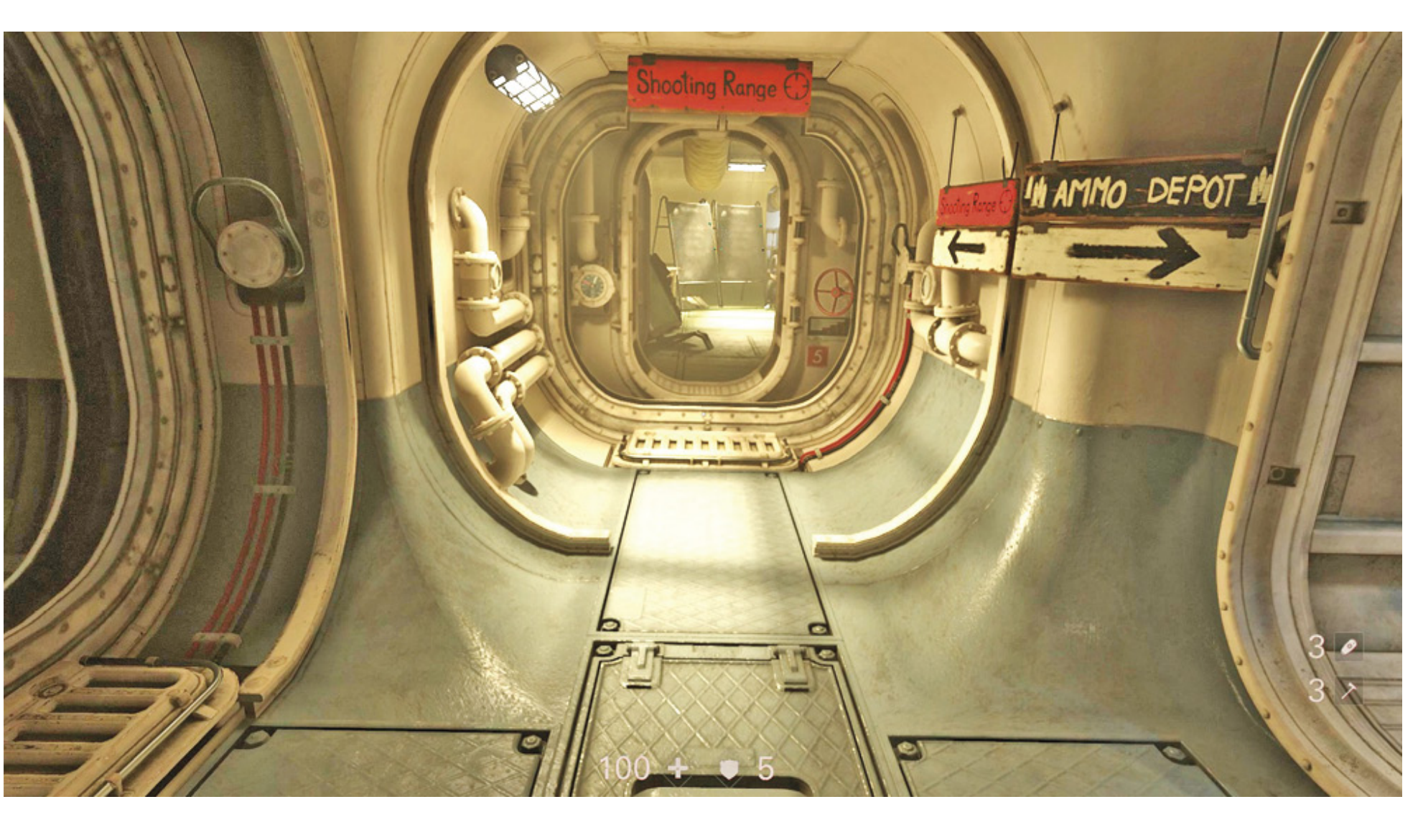
Start searching around the U-boat and talking to people. Eventually someone tells you they last saw Wyatt talking to Paris Jack in the cantina.



When you arrive in the cantina, you don't see Paris Jack. Instead, speak to Horton, who's sitting at one of the tables. He tells you to check Club Kreisau—that's where he last saw Paris Jack.

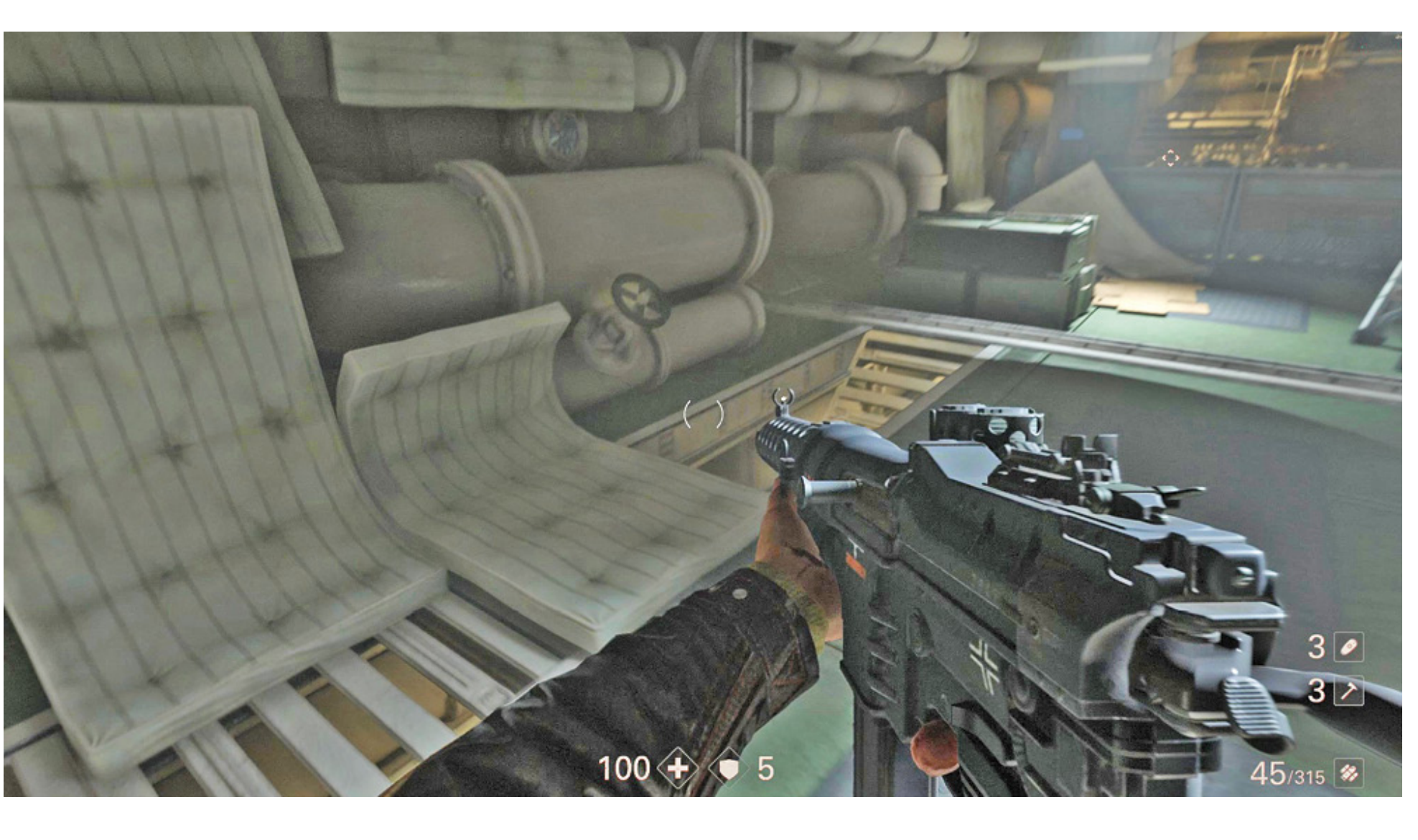
From the cantina, head upstairs to Club Kreisau, where you find Paris Jack. Talk to him to learn that when he last saw Wyatt, the guy was headed toward the shooting range.

OBJECTIVE: GO TO THE SHOOTING RANGE



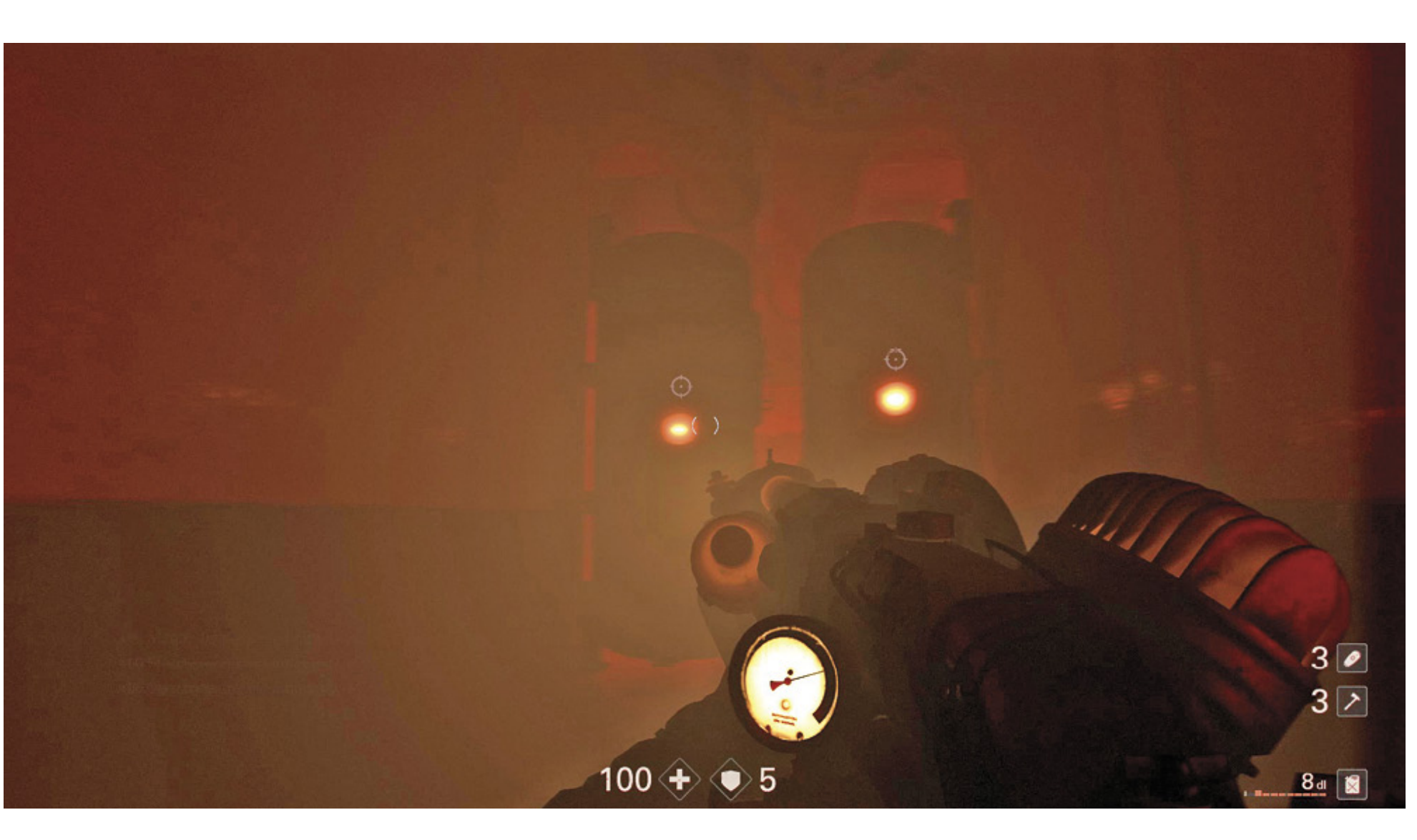
Make your way to the shooting range. You have to go through Set's workshop to get there.

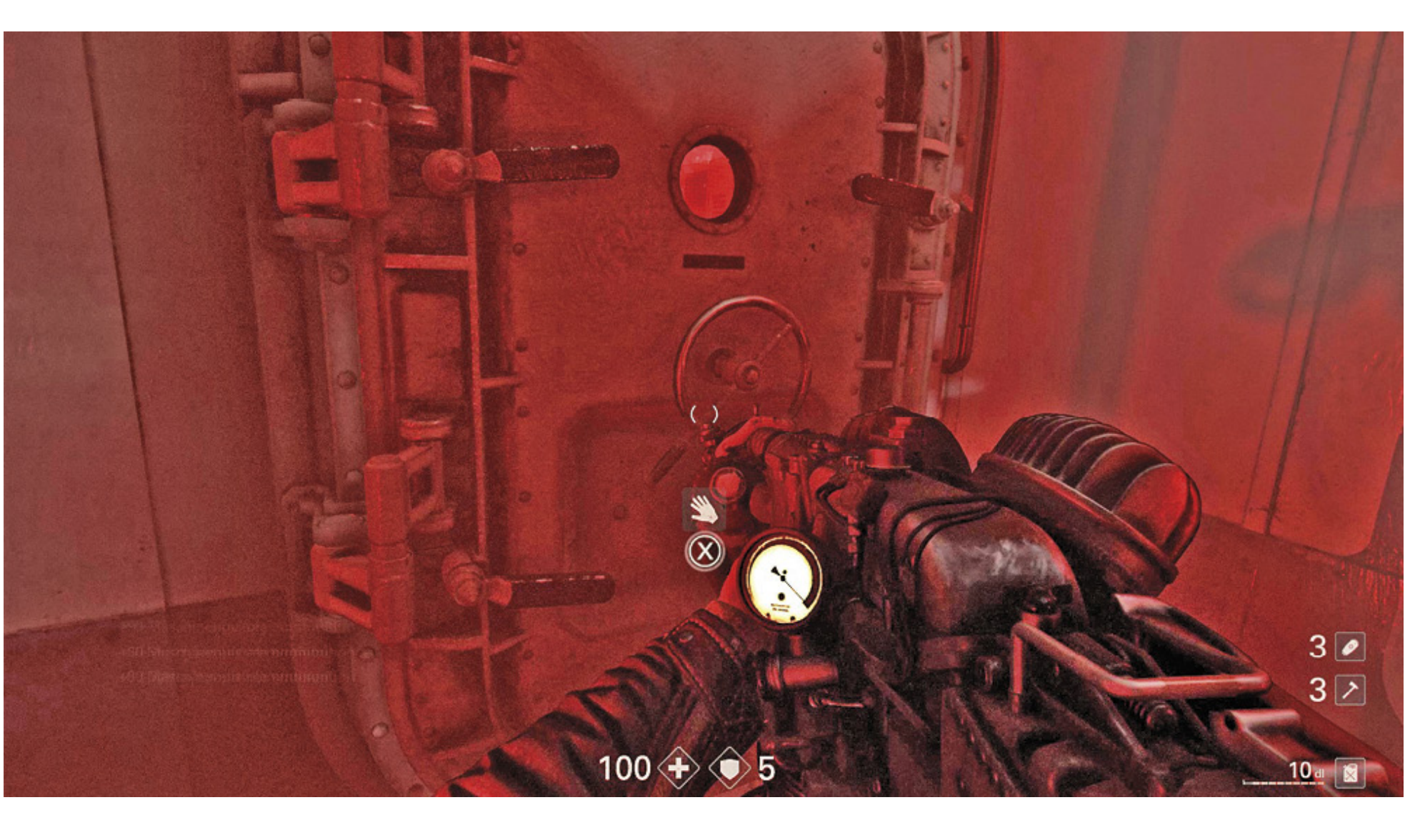
OBJECTIVE: FIND WYATT



Enter the shooting range, head downstairs, and jump over the counter. Drop into a crawl space on the right side and follow it around until you get to an area featuring red lighting.

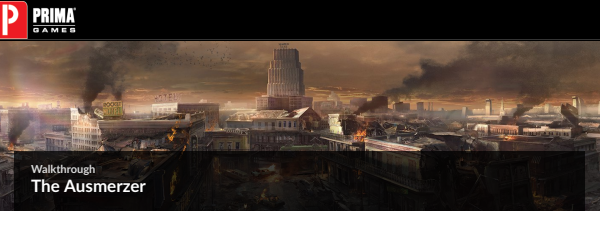
Keep moving until two fuel tanks block your path. Pull out your Dieselkraftwerk and shoot a charge at each tank. Then crawl back around the corner and detonate them to clear your path.





Continue through the passageway until you come to a door. Open it to find Wyatt and complete the mission.

OBJECTIVE: TALK TO PARIS JACK



Walkthrough

The Ausmerzer

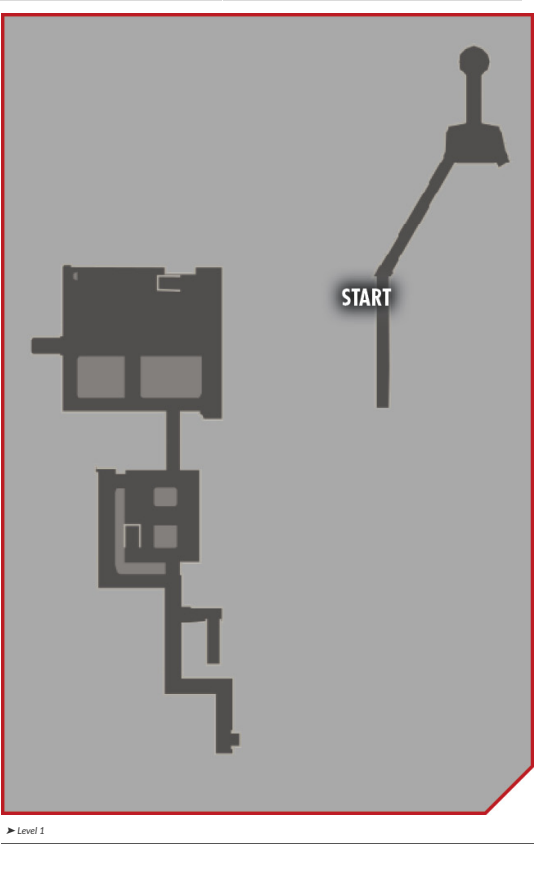
THE FINALE

Aboard the *Ausmerzer*

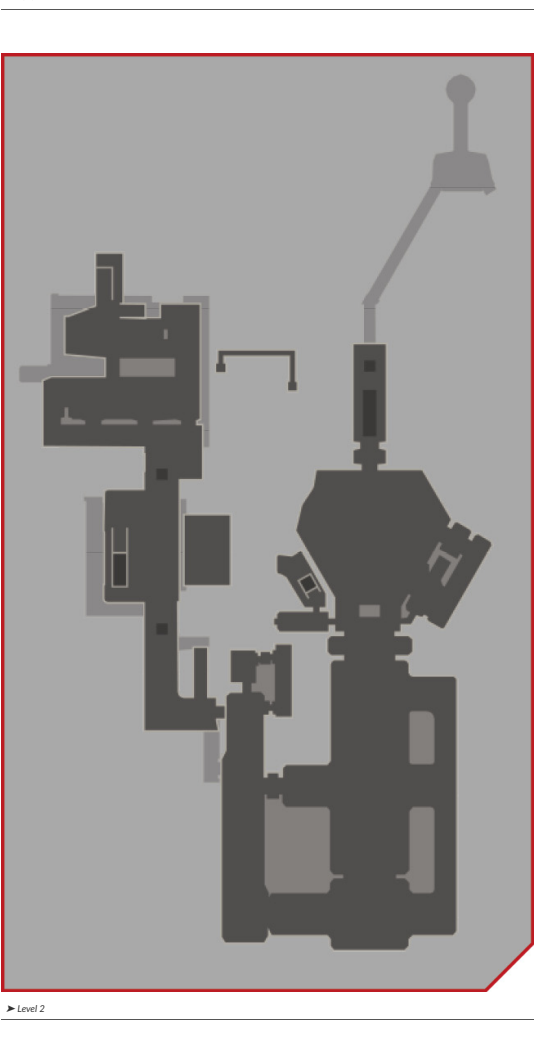
You've made it onto the *Ausmerzer*. Your goal now is to reach the ODIN system and shut it down so you can take control of the flying fortress.

MAP LEGEND KEY FOR COLLECTIBLES

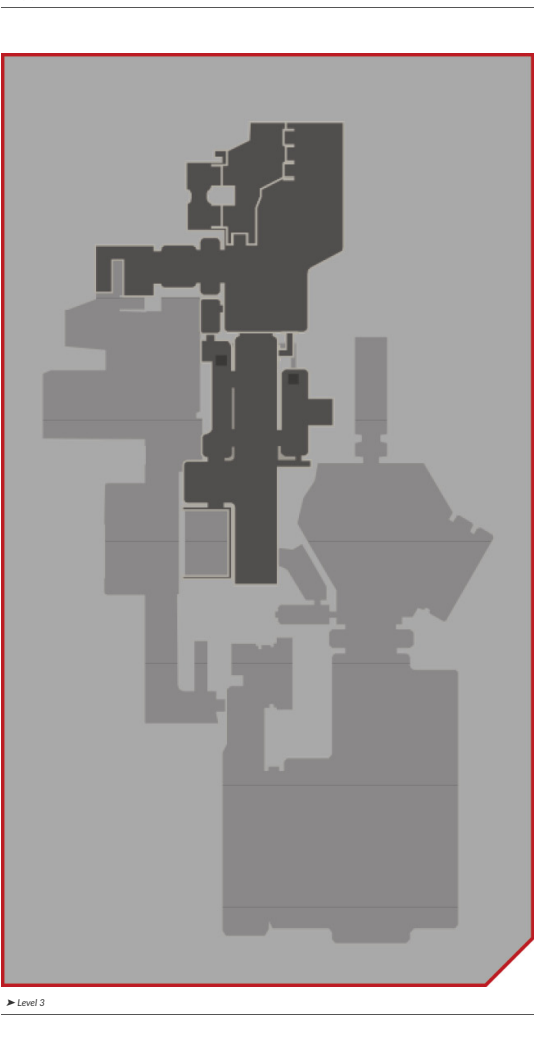
C	Concepts
G	Gold
M	Map
R	Readable
S	Star Card
T	Max's Toy
U	Upgrade Kit
V	Vinyl Record



Level 1



Level 2



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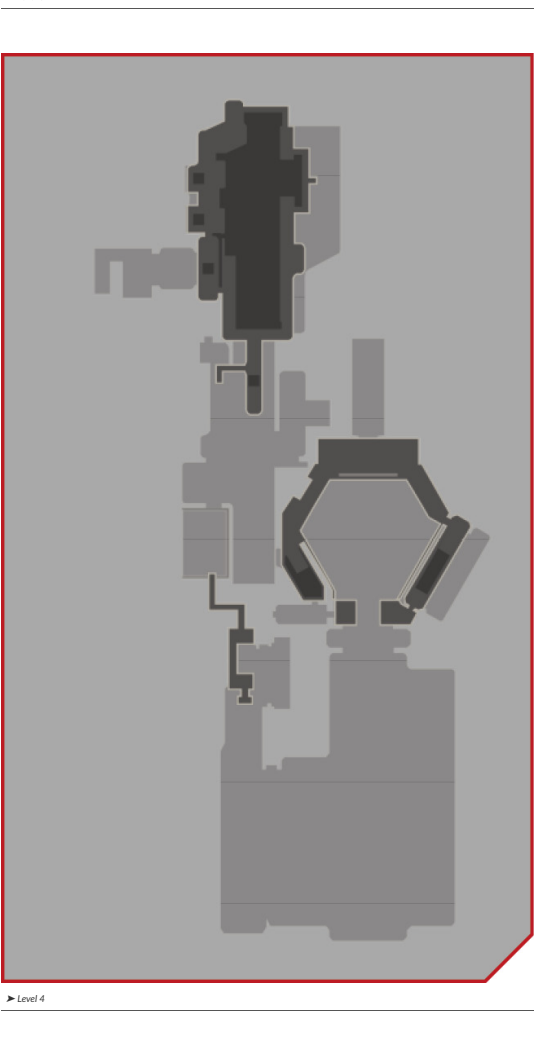

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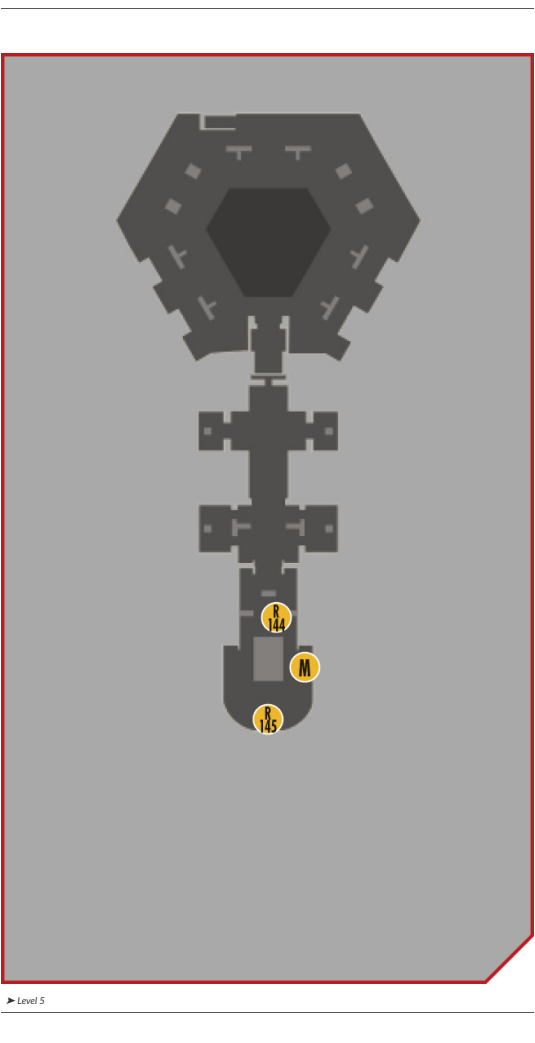
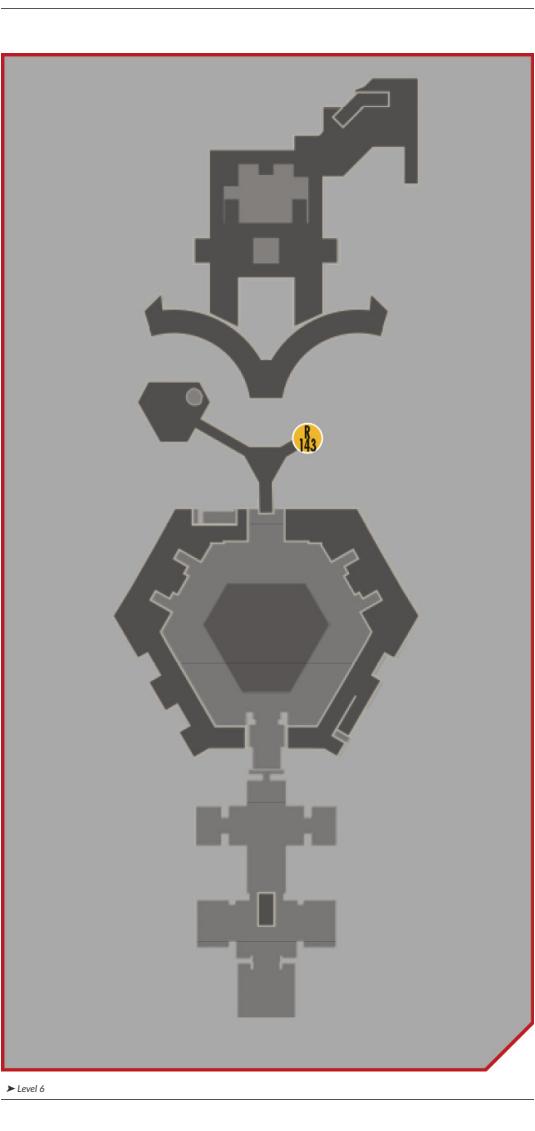
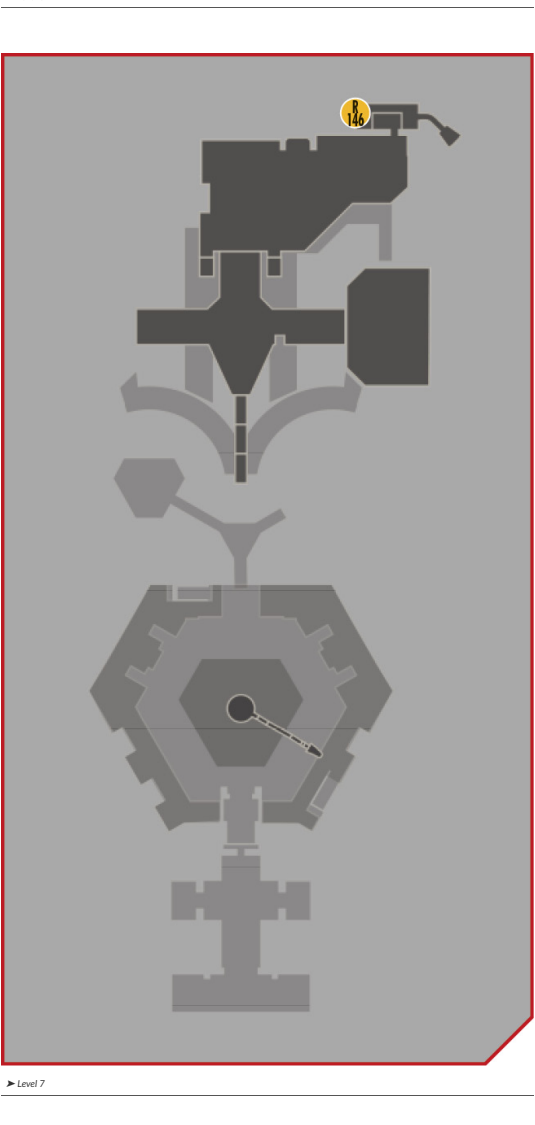


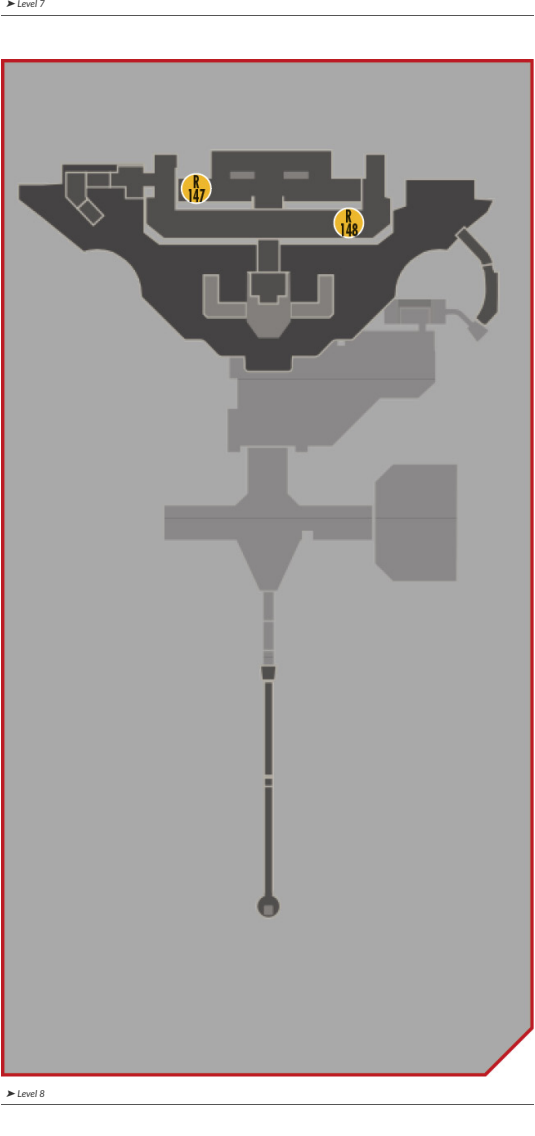
Level 5



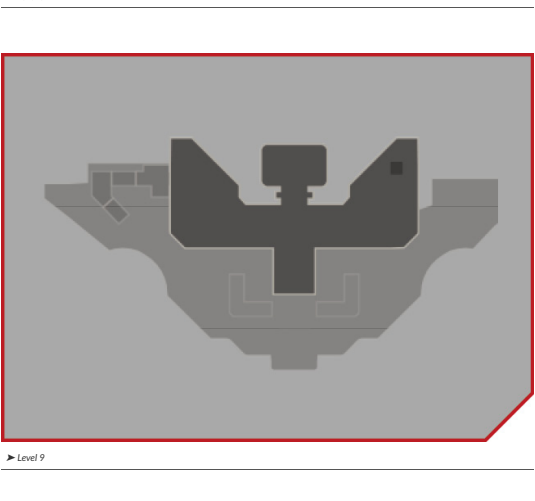
Level 6



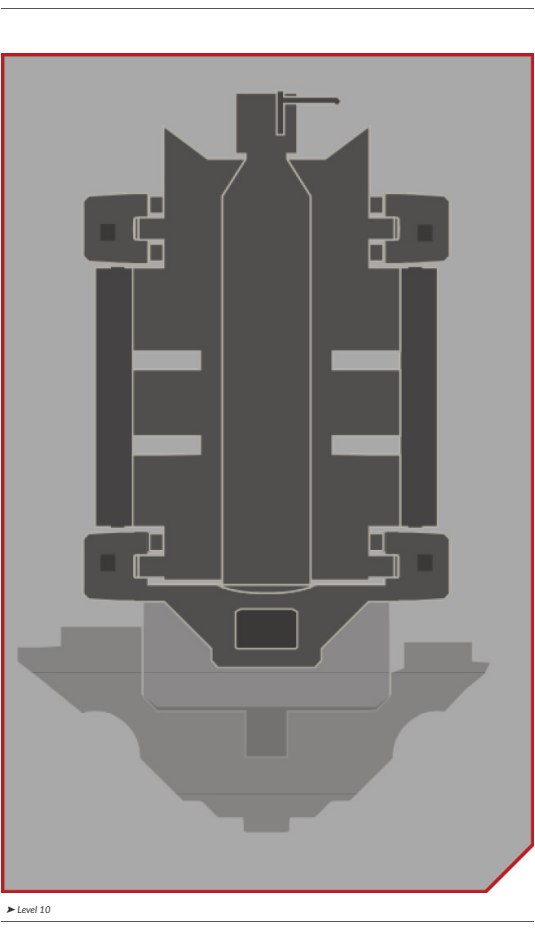
Level 7



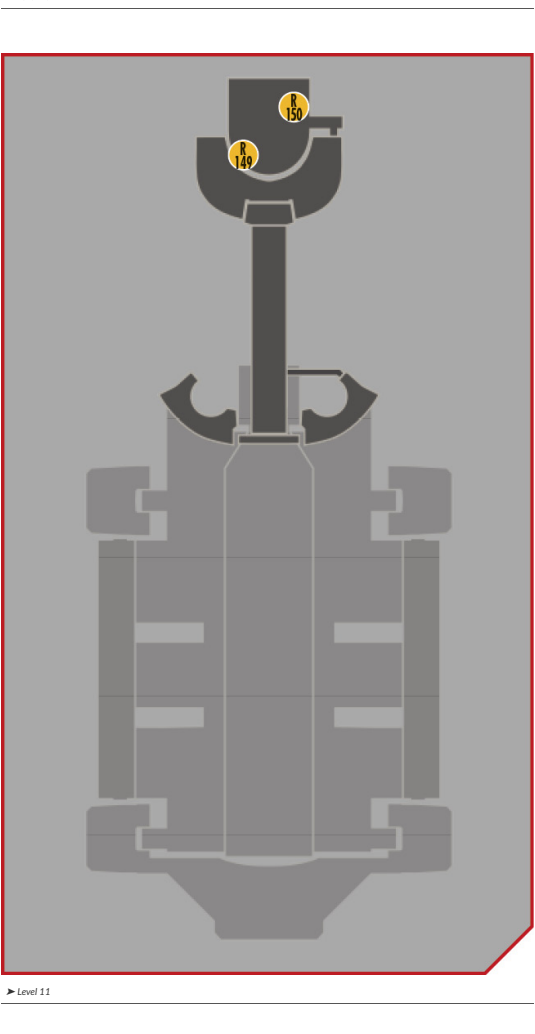
Level 8



Level 9

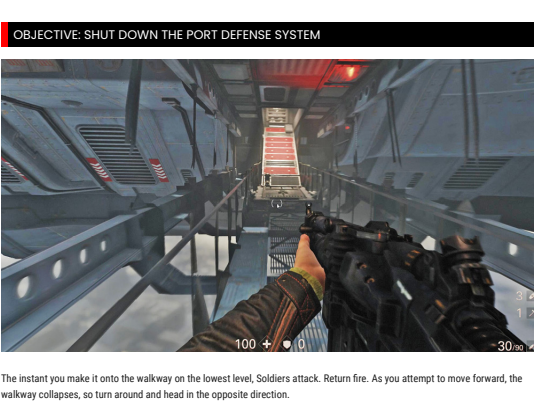


Level 10

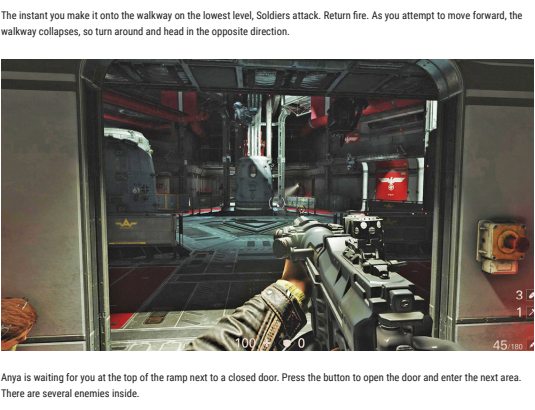


Level 11

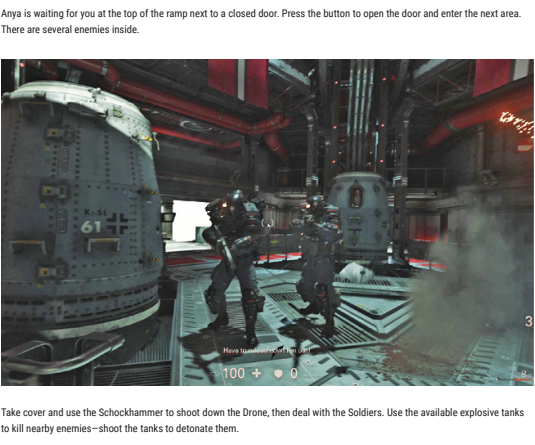
OBJECTIVE: SHUT DOWN THE PORT DEFENSE SYSTEM



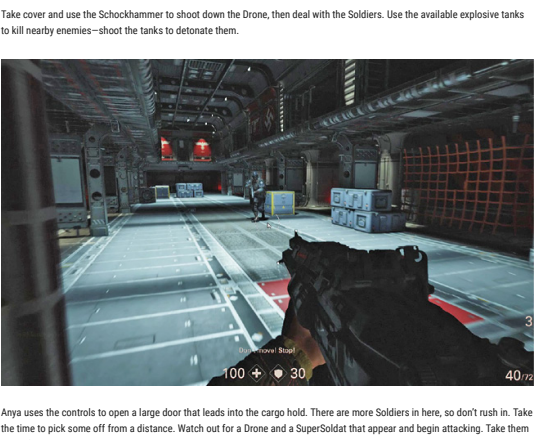
The instant you make it onto the walkway on the lowest level, Soldiers attack. Return fire. As you attempt to move forward, the walkway collapses, so turn around and head in the opposite direction.



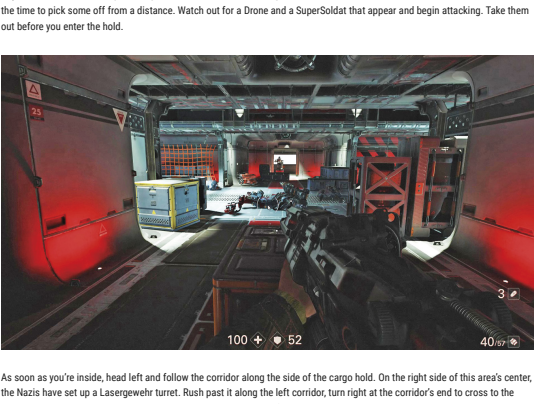
Anya is waiting for you at the top of the ramp next to a closed door. Press the button to open the door and enter the next area. There are several enemies inside.



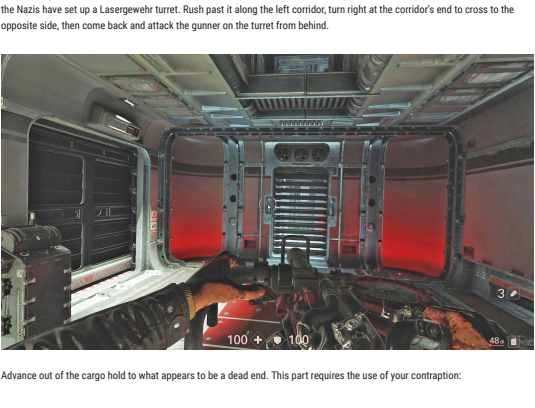
Take cover and use the Schockhammer to shoot down the Drone, then deal with the Soldiers. Use the available explosive tanks to kill nearby enemies—shoot the tanks to detonate them.



Anya uses the controls to open a large door that leads into the cargo hold. There are more Soldiers in here, so don't rush in. Take the time to pick some off from a distance. Watch out for a Drone and a SuperSoldat that appear and begin attacking. Take them out before you enter the hold.

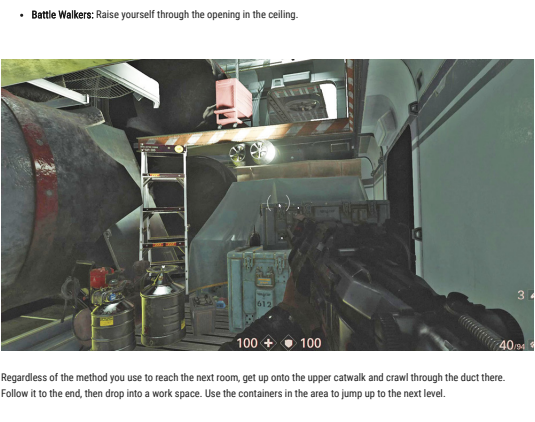


As soon as you're inside, head left and follow the corridor along the side of the cargo hold. On the right side of this area's center, the Nazis have set up a Lasergewehr turret. Rush past it along the left corridor, turn right at the corridor's end to cross to the opposite side, then come back and attack the gunner on the turret from behind.

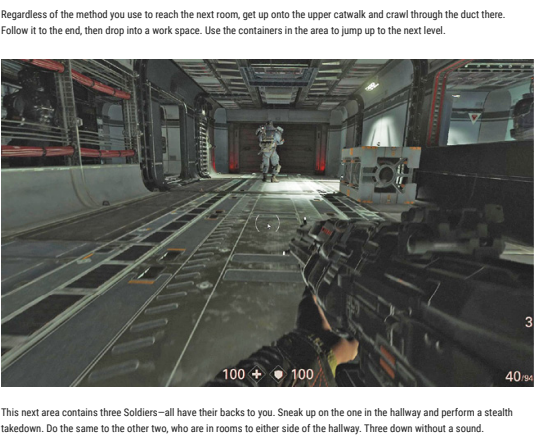


Advance out of the cargo hold to what appears to be a dead end. This part requires the use of your contraption:

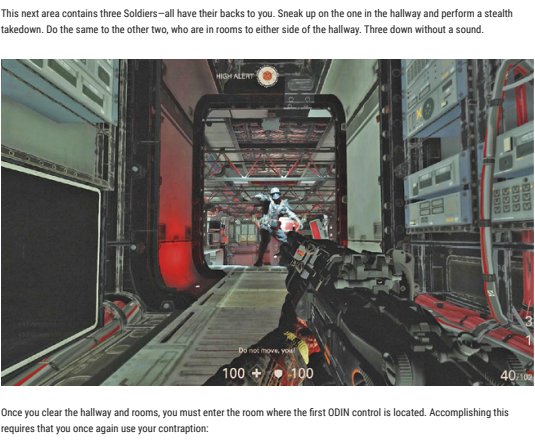
- **Constrictor Harness:** Traverse the small duct to the right.
- **Ram Shackles:** Charge through the barrier blocking the doorway.
- **Battle Walkers:** Raise yourself through the opening in the ceiling.



Regardless of the method you use to reach the next room, get up onto the upper catwalk and crawl through the duct there. Follow it to the end, then drop into a work space. Use the containers in the area to jump up to the next level.

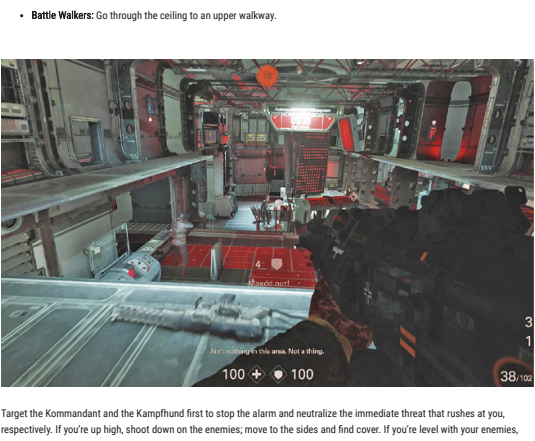


This next area contains three Soldiers—all have their backs to you. Sneak up on the one in the hallway and perform a stealth takedown. Do the same to the other two, who are in rooms to either side of the hallway. Three down without a sound.

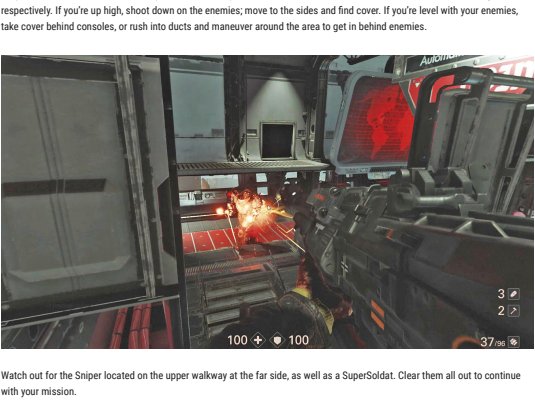


Once you clear the hallway and rooms, you must enter the room where the first ODIN control is located. Accomplishing this requires that you once again use your contraption:

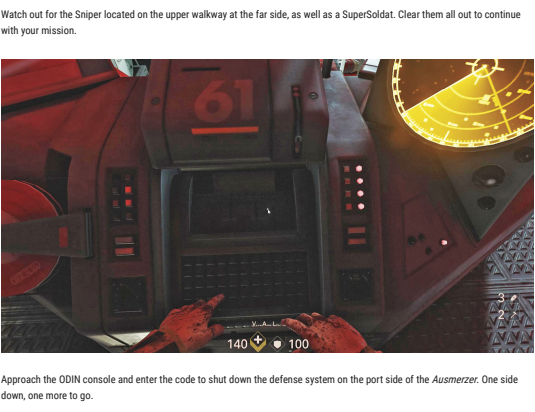
- **Constrictor Harness:** Traverse a small duct on the right.
- **Ram Shackles:** Bust through barriers on the left.
- **Battle Walkers:** Go through the ceiling to an upper walkway.



Target the Kommandant and the Kampfhund first to stop the alarm and neutralize the immediate threat that rushes at you, respectively. If you're up high, shoot down on the enemies; move to the sides and find cover. If you're level with your enemies, take cover behind consoles, or rush into ducts and maneuver around the area to get in behind enemies.

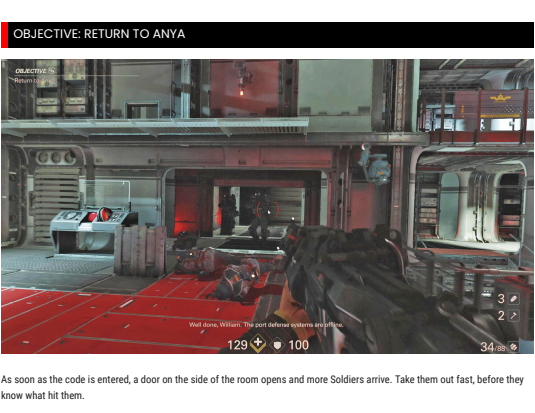


Watch out for the Sniper located on the upper walkway at the far side, as well as a SuperSoldat. Clear them all out to continue with your mission.

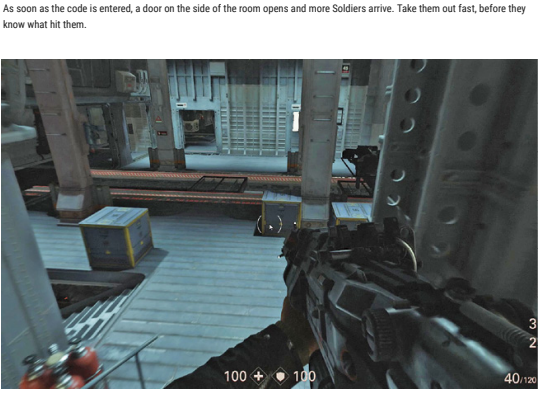


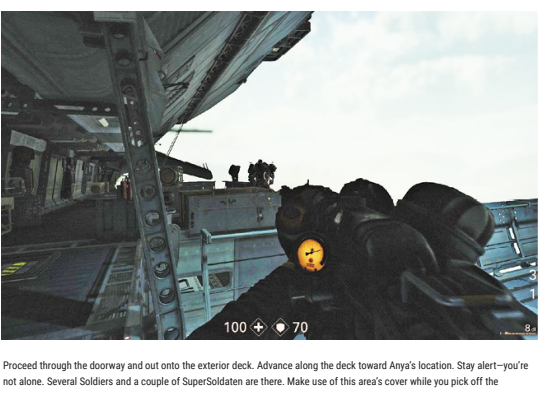
Approach the ODIN console and enter the code to shut down the defense system on the port side of the *Ausmerzer*. One side down, one more to go.

OBJECTIVE: RETURN TO ANYA

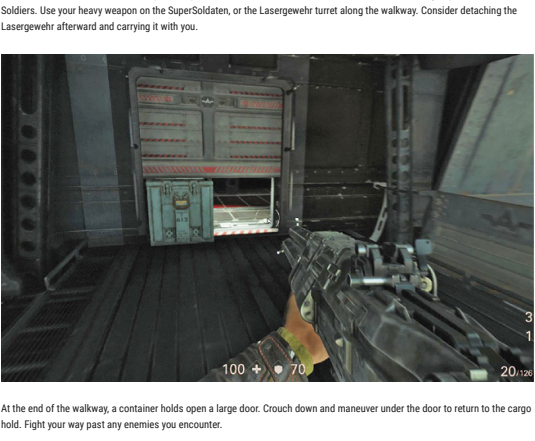


As soon as the code is entered, a door on the side of the room opens and more Soldiers arrive. Take them out fast, before they know what hit them.

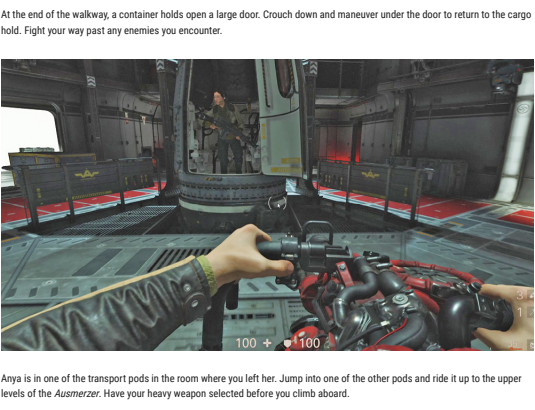




Proceed through the doorway and out onto the exterior deck. Advance along the deck toward Anya's location. Stay alert—you're not alone. Several Soldiers and a couple of SuperSoldaten are there. Make use of this area's cover while you pick off the Soldiers. Use your heavy weapon on the SuperSoldaten, or the Lasergewehr turret along the walkway. Consider detaching the Lasergewehr afterward and carrying it with you.

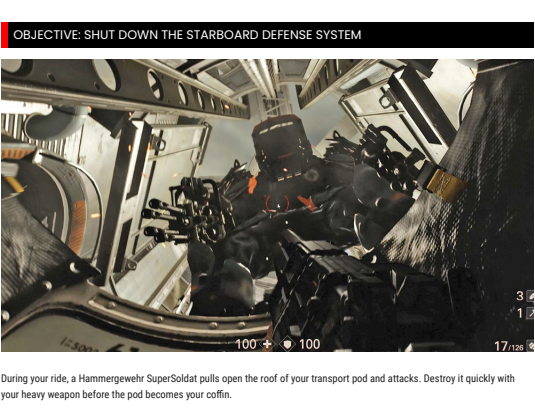


At the end of the walkway, a container holds open a large door. Crouch down and maneuver under the door to return to the cargo hold. Fight your way past any enemies you encounter.

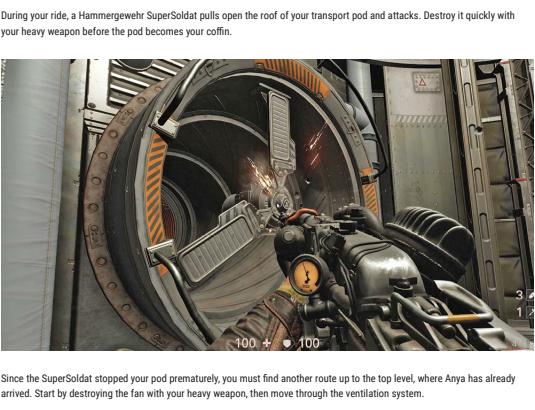


Anya is in one of the transport pods in the room where you left her. Jump into one of the other pods and ride it up to the upper levels of the *Ausmerzer*. Have your heavy weapon selected before you climb aboard.

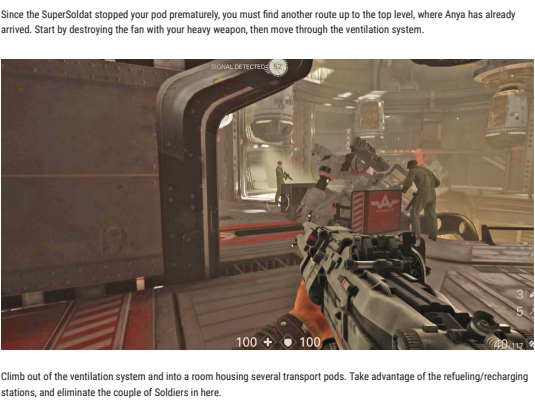
OBJECTIVE: SHUT DOWN THE STARBOARD DEFENSE SYSTEM



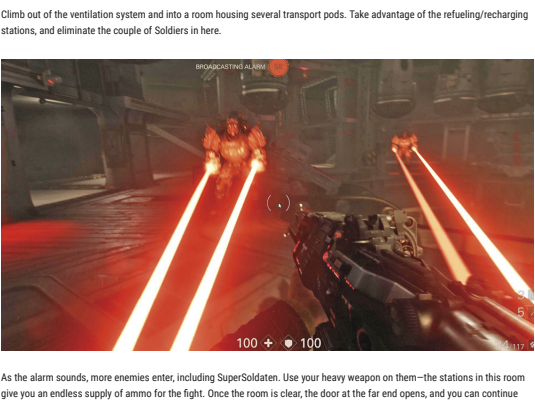
During your ride, a Hammergewehr SuperSoldat pulls open the roof of your transport pod and attacks. Destroy it quickly with your heavy weapon before the pod becomes your coffin.



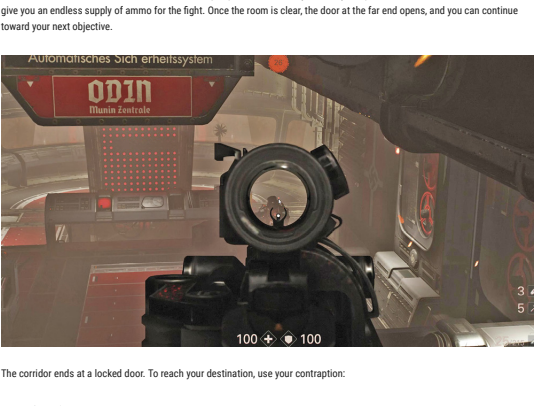
Since the SuperSoldat stopped your pod prematurely, you must find another route up to the top level, where Anya has already arrived. Start by destroying the fan with your heavy weapon, then move through the ventilation system.



Climb out of the ventilation system and into a room housing several transport pods. Take advantage of the refueling/recharging stations, and eliminate the couple of Soldiers in here.



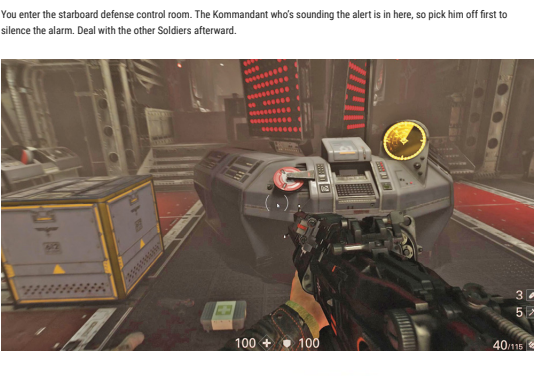
As the alarm sounds, more enemies enter, including SuperSoldaten. Use your heavy weapon on them—the stations in this room give you an endless supply of ammo for the fight. Once the room is clear, the door at the far end opens, and you can continue toward your next objective.

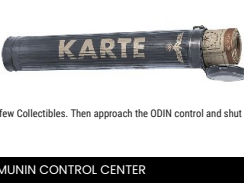


The corridor ends at a locked door. To reach your destination, use your contraption:

- **Constrictor Harness:** Enter a small duct.
- **Ram Shackles:** Charge through one of the barricaded doorways to either side of the locked door.
- **Battle Walkers:** Use an opening in the ceiling.

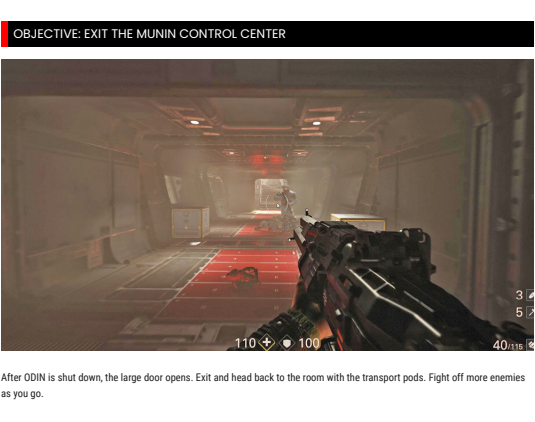
You enter the starboard defense control room. The Kommandant who's sounding the alert is in here, so pick him off first to silence the alarm. Deal with the other Soldiers afterward.



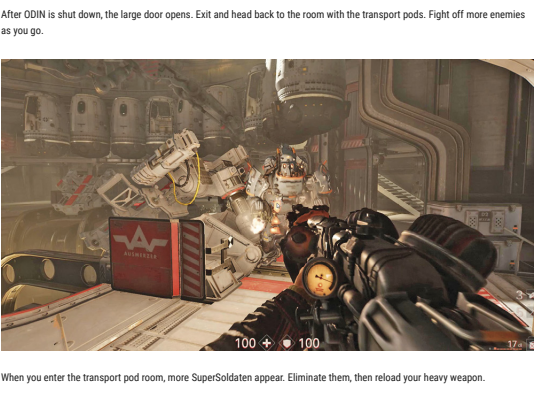


Search the room for a map and a few Collectibles. Then approach the ODIN control and shut down the second half of the defense system.

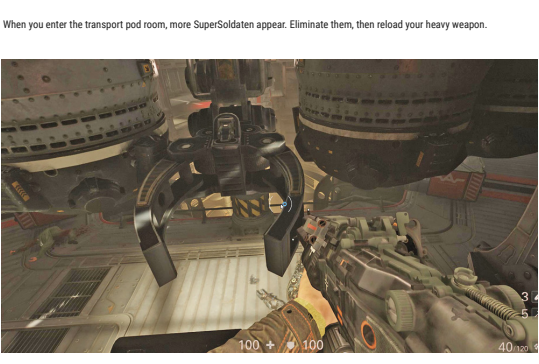
OBJECTIVE: EXIT THE MUNIN CONTROL CENTER

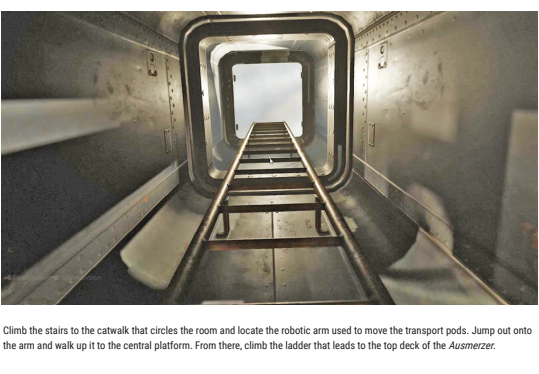


After ODIN is shut down, the large door opens. Exit and head back to the room with the transport pods. Fight off more enemies as you go.

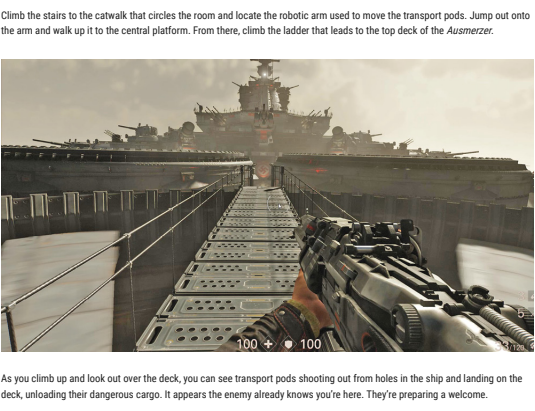


When you enter the transport pod room, more SuperSoldaten appear. Eliminate them, then reload your heavy weapon.



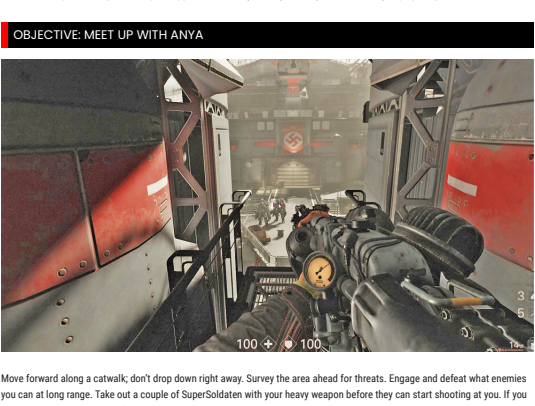


Climb the stairs to the catwalk that circles the room and locate the robotic arm used to move the transport pods. Jump out onto the arm and walk up it to the central platform. From there, climb the ladder that leads to the top deck of the *Ausmerzer*.

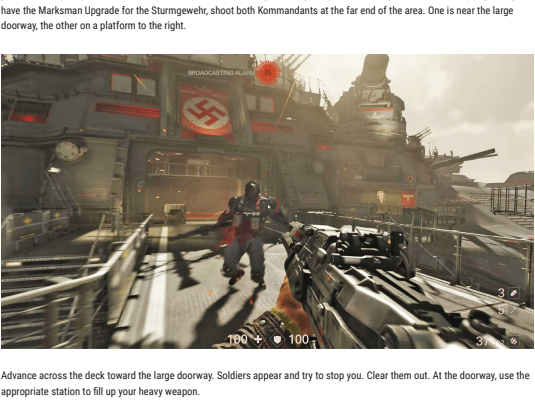


As you climb up and look out over the deck, you can see transport pods shooting out from holes in the ship and landing on the deck, unloading their dangerous cargo. It appears the enemy already knows you're here. They're preparing a welcome.

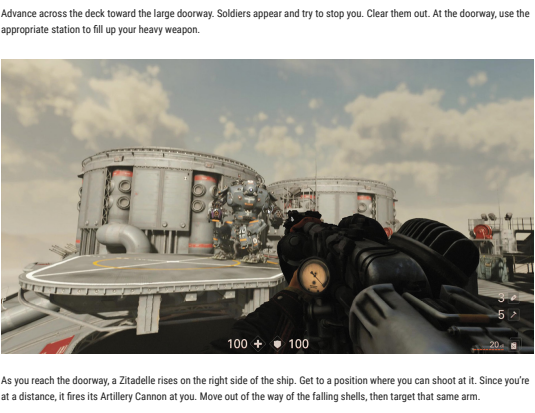
OBJECTIVE: MEET UP WITH ANYA



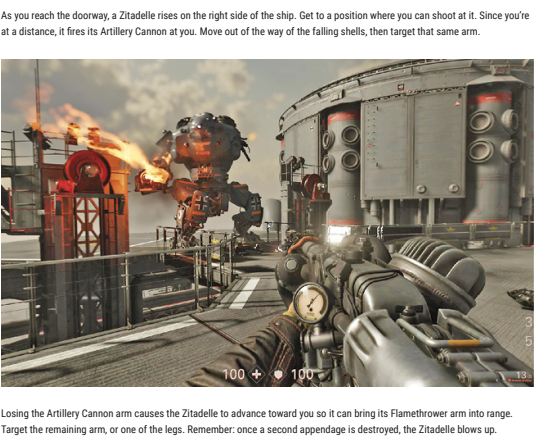
Move forward along a catwalk; don't drop down right away. Survey the area ahead for threats. Engage and defeat what enemies you can at long range. Take out a couple of SuperSoldaten with your heavy weapon before they can start shooting at you. If you have the Marksman Upgrade for the Sturmgewehr, shoot both Kommandants at the far end of the area. One is near the large doorway, the other on a platform to the right.



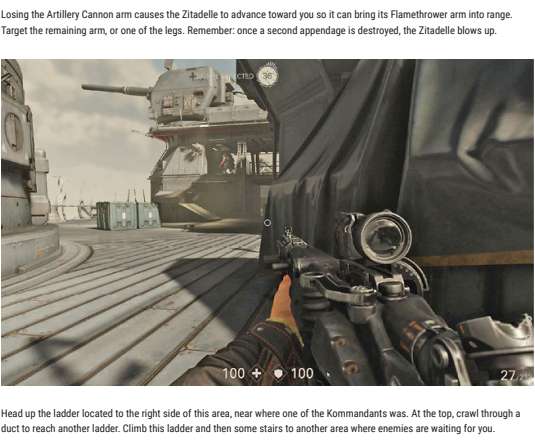
Advance across the deck toward the large doorway. Soldiers appear and try to stop you. Clear them out. At the doorway, use the appropriate station to fill up your heavy weapon.



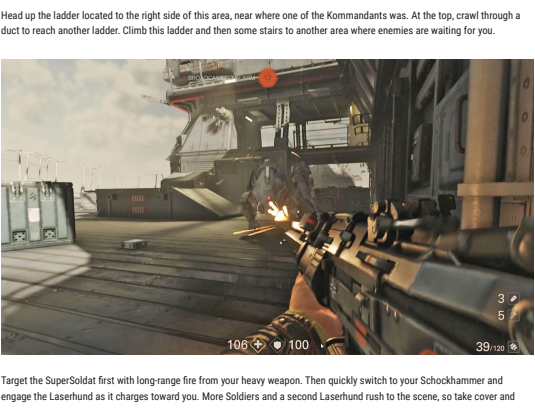
As you reach the doorway, a Zitadelle rises on the right side of the ship. Get to a position where you can shoot at it. Since you're at a distance, it fires its Artillery Cannon at you. Move out of the way of the falling shells, then target that same arm.



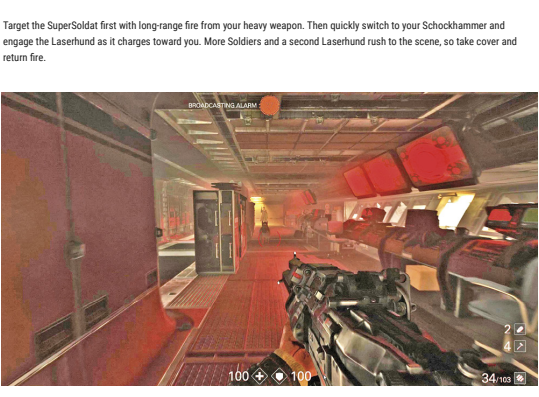
Losing the Artillery Cannon arm causes the Zitadelle to advance toward you so it can bring its Flamethrower arm into range. Target the remaining arm, or one of the legs. Remember: once a second appendage is destroyed, the Zitadelle blows up.

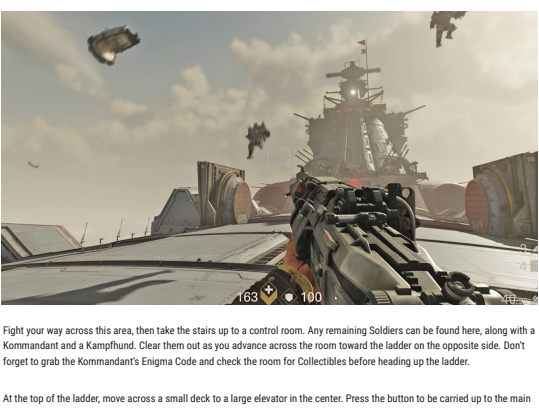


Head up the ladder located to the right side of this area, near where one of the Kommandants was. At the top, crawl through a duct to reach another ladder. Climb this ladder and then some stairs to another area where enemies are waiting for you.



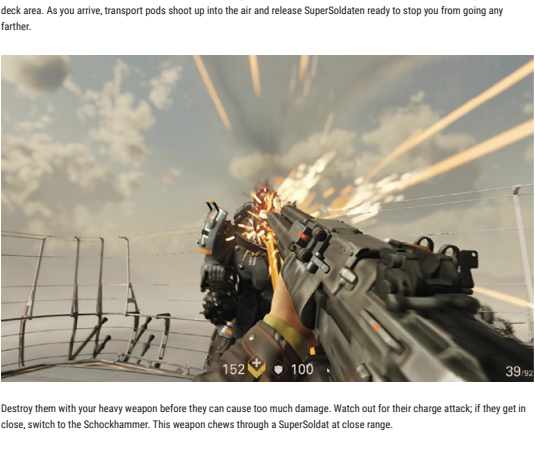
Target the SuperSoldat first with long-range fire from your heavy weapon. Then quickly switch to your Schockhammer and engage the Laserhund as it charges toward you. More Soldiers and a second Laserhund rush to the scene, so take cover and return fire.



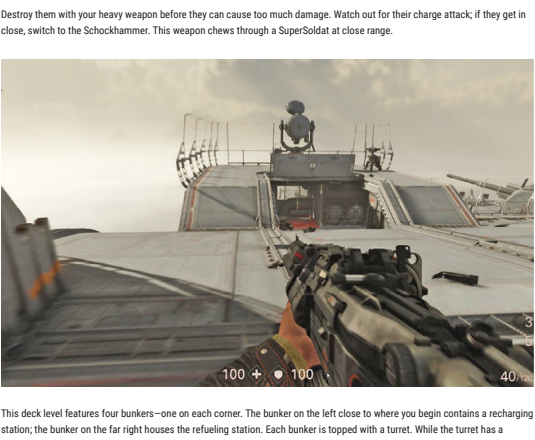


Fight your way across this area, then take the stairs up to a control room. Any remaining Soldiers can be found here, along with a Kommandant and a Kampfhund. Clear them out as you advance across the room toward the ladder on the opposite side. Don't forget to grab the Kommandant's Enigma Code and check the room for Collectibles before heading up the ladder.

At the top of the ladder, move across a small deck to a large elevator in the center. Press the button to be carried up to the main deck area. As you arrive, transport pods shoot up into the air and release SuperSoldaten ready to stop you from going any farther.

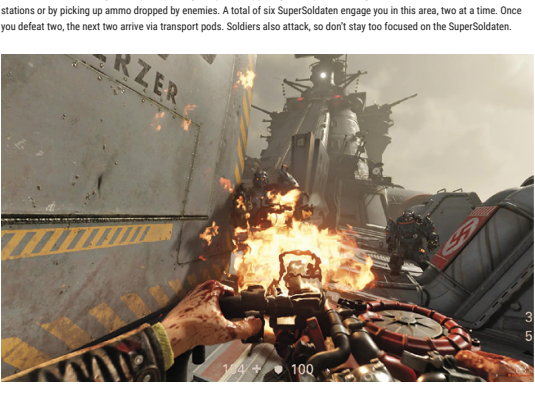


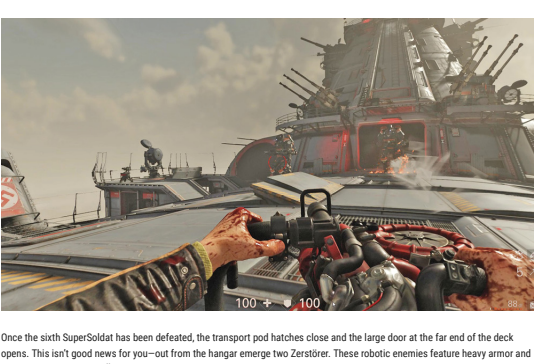
Destroy them with your heavy weapon before they can cause too much damage. Watch out for their charge attack; if they get in close, switch to the Schockhammer. This weapon chews through a SuperSoldat at close range.



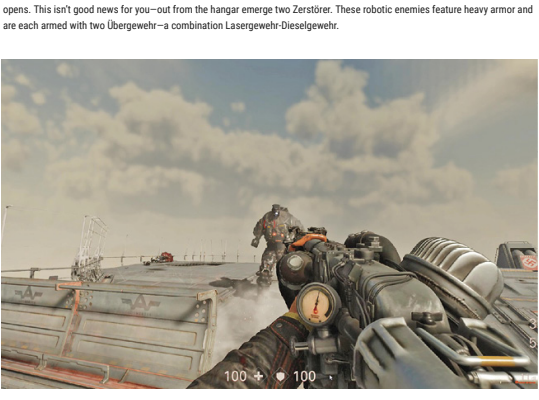
This deck level features four bunkers—one on each corner. The bunker on the left close to where you begin contains a recharging station; the bunker on the far right houses the refueling station. Each bunker is topped with a turret. While the turret has a limited field of view, consider detaching one to use. Take cover in the bunkers if necessary; they make for good positions to regroup before continuing your attacks.

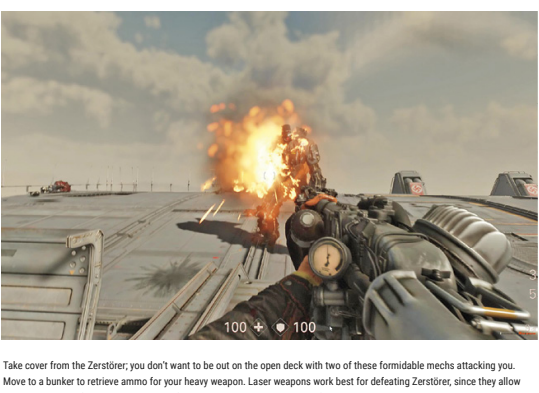
In addition to the turrets, you can pick up heavy weapons dropped by the SuperSoldaten you kill. These can be refilled at the stations or by picking up ammo dropped by enemies. A total of six SuperSoldaten engage you in this area, two at a time. Once you defeat two, the next two arrive via transport pods. Soldiers also attack, so don't stay too focused on the SuperSoldaten.



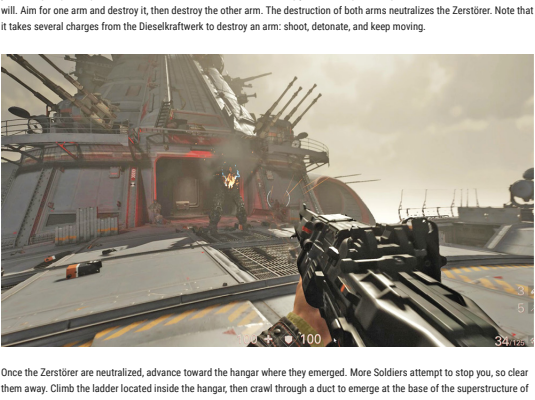


Once the sixth SuperSoldat has been defeated, the transport pod hatches close and the large door at the far end of the deck opens. This isn't good news for you—out from the hangar emerge two Zerstörer. These robotic enemies feature heavy armor and are each armed with two Übergewehr—a combination Lasergewehr-Dieselgewehr.

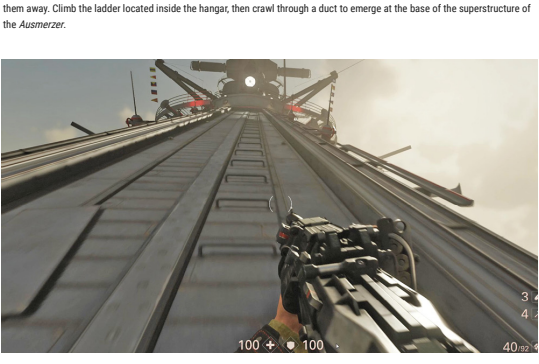


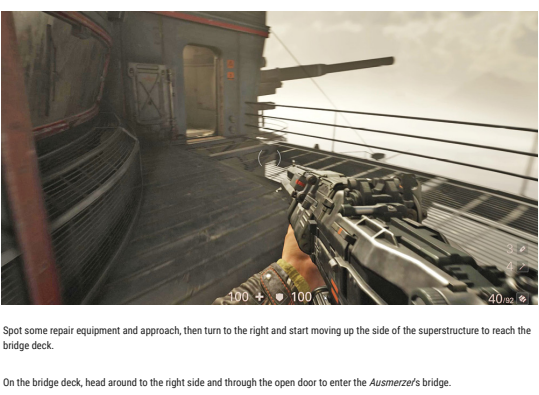


Take cover from the Zerstörer; you don't want to be out on the open deck with two of these formidable mechs attacking you. Move to a bunker to retrieve ammo for your heavy weapon. Laser weapons work best for defeating Zerstörer, since they allow you to target specific parts. The Dieselkraftwerk also works well, letting you fire charges at targeted locations and detonate at will. Aim for one arm and destroy it, then destroy the other arm. The destruction of both arms neutralizes the Zerstörer. Note that it takes several charges from the Dieselkraftwerk to destroy an arm: shoot, detonate, and keep moving.



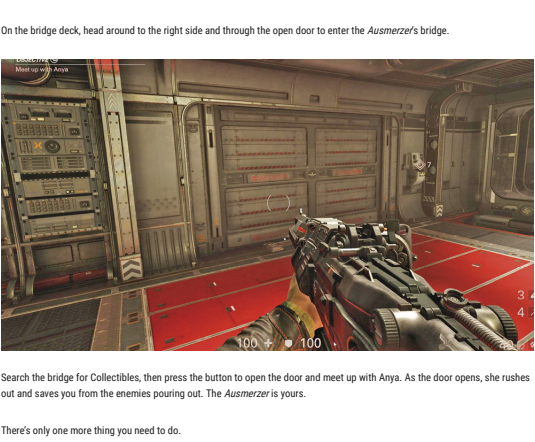
Once the Zerstörer are neutralized, advance toward the hangar where they emerged. More Soldiers attempt to stop you, so clear them away. Climb the ladder located inside the hangar, then crawl through a duct to emerge at the base of the superstructure of the *Ausmerzer*.





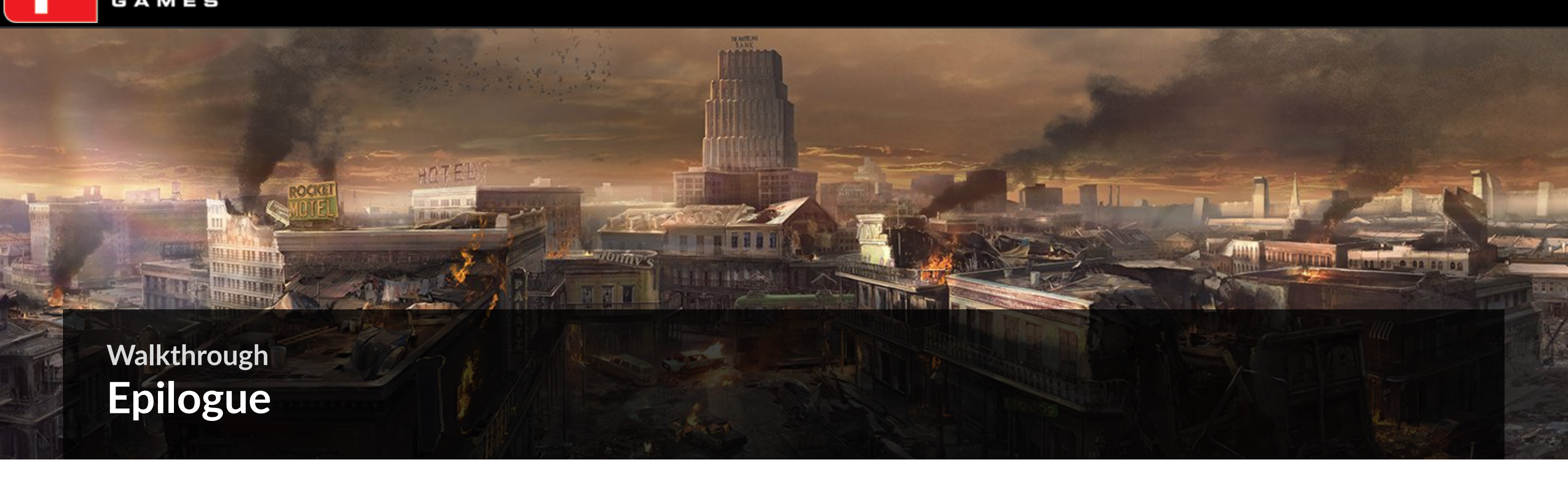
Spot some repair equipment and approach, then turn to the right and start moving up the side of the superstructure to reach the bridge deck.

On the bridge deck, head around to the right side and through the open door to enter the *Ausmerzer*'s bridge.



Search the bridge for Collectibles, then press the button to open the door and meet up with Anya. As the door opens, she rushes out and saves you from the enemies pouring out. The *Ausmerzer* is yours.

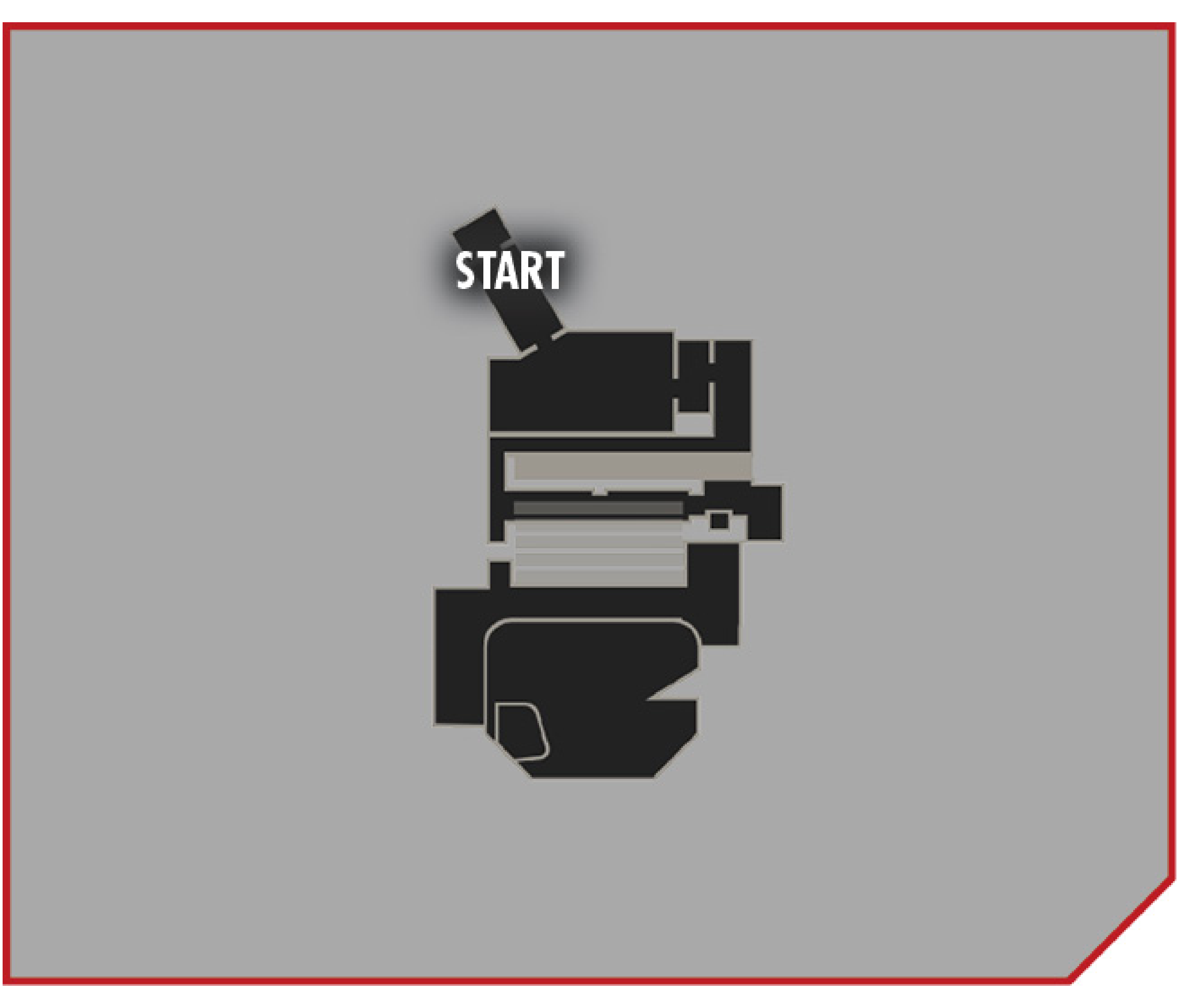
There's only one more thing you need to do.



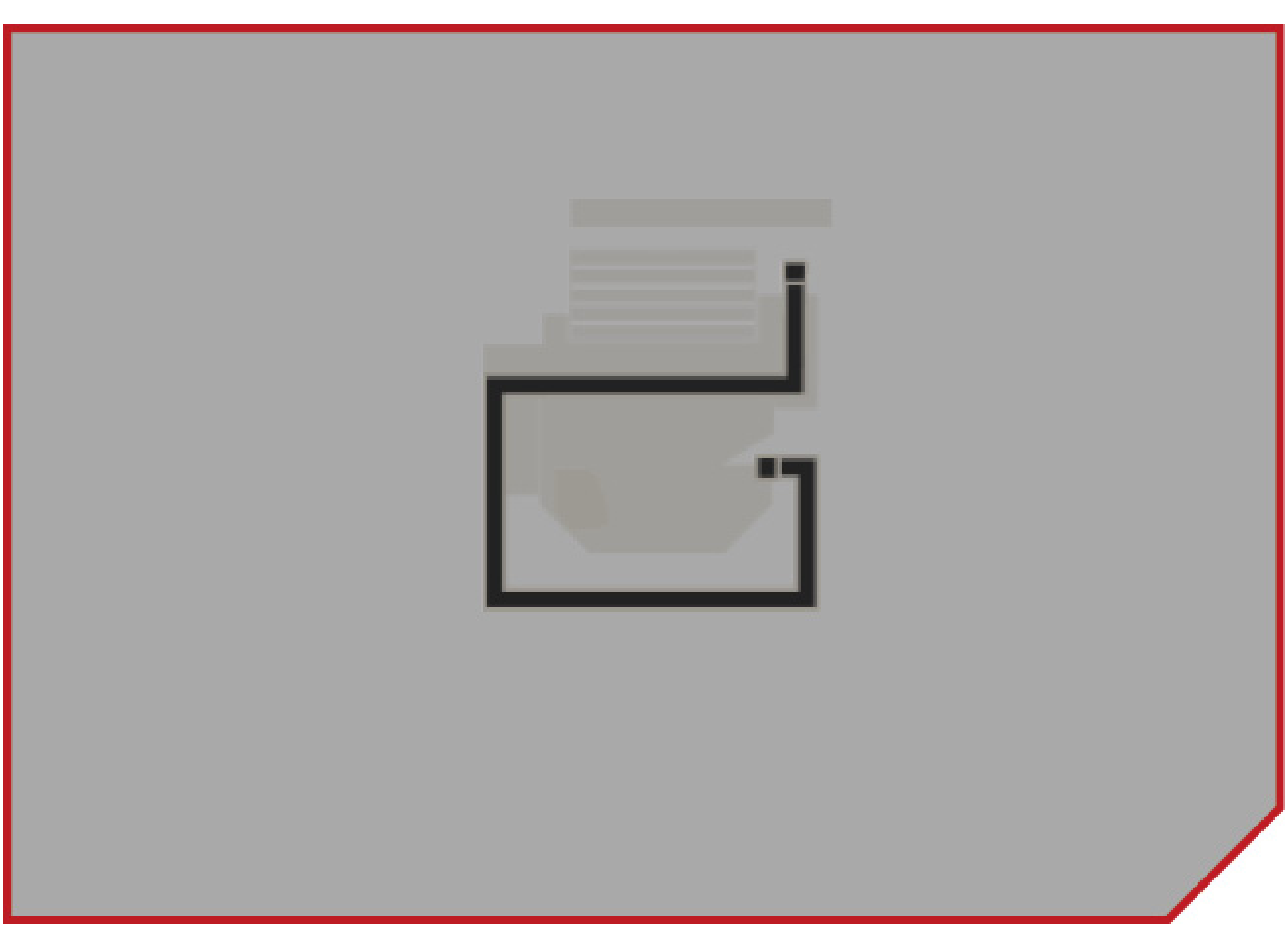
Stay on the air. Go do what you have to do, darling.

REVOLUTION

Television Studio
Now that the *Ausmerzer* has been captured, it's time to start the revolution. The first act—the death of Frau Engel.

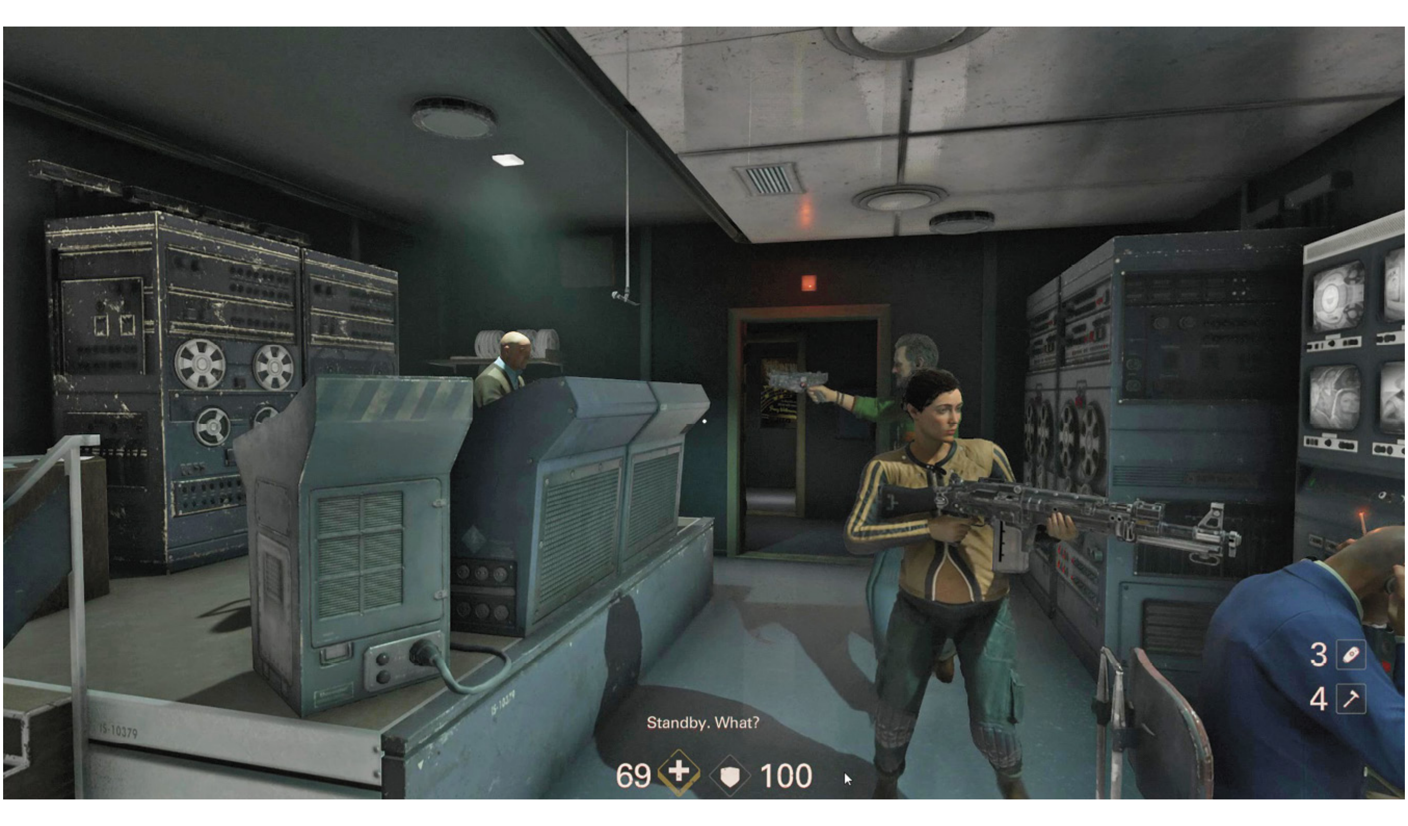


➤ *Ground Floor*

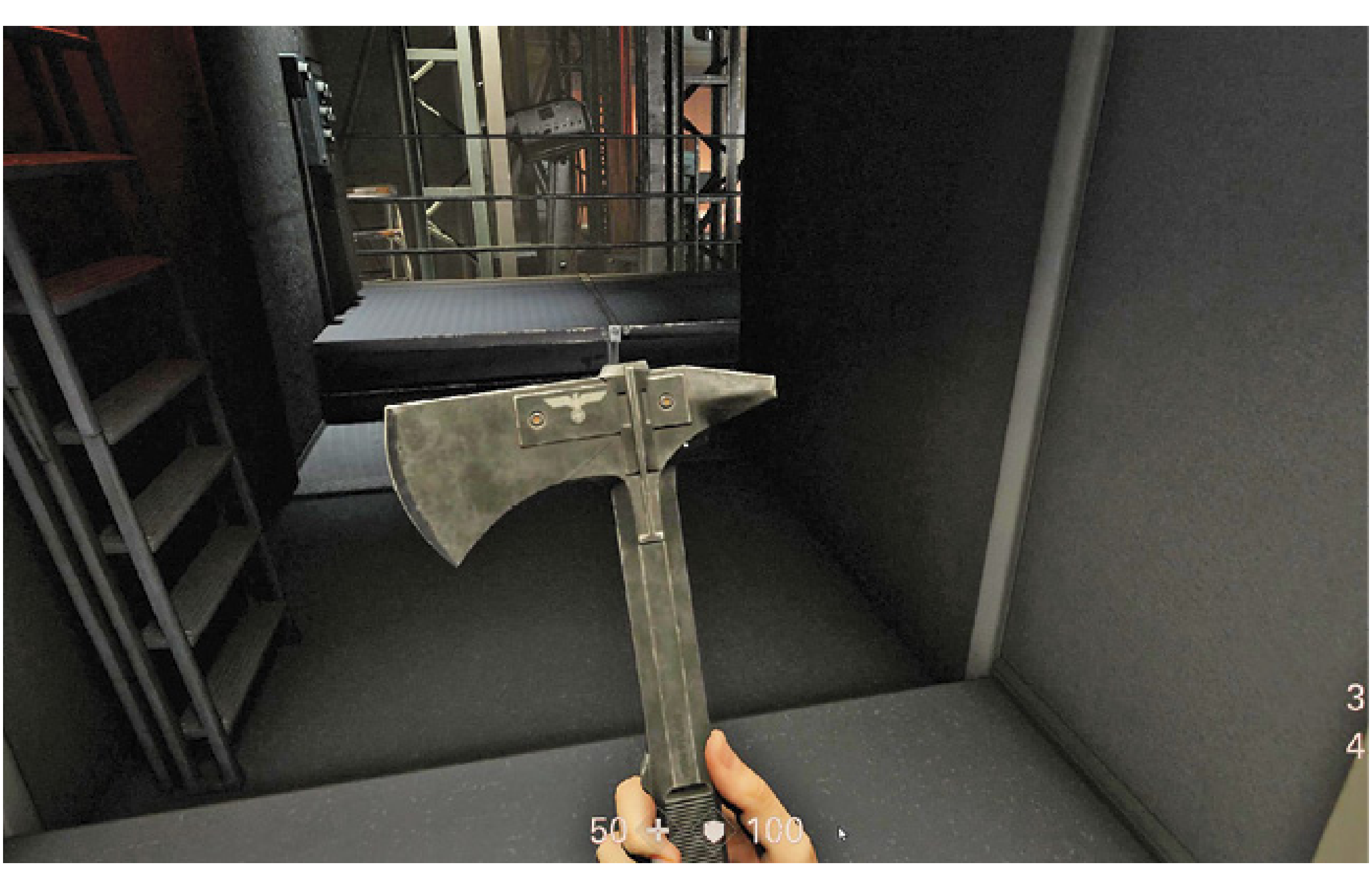


➤ *1st Floor*

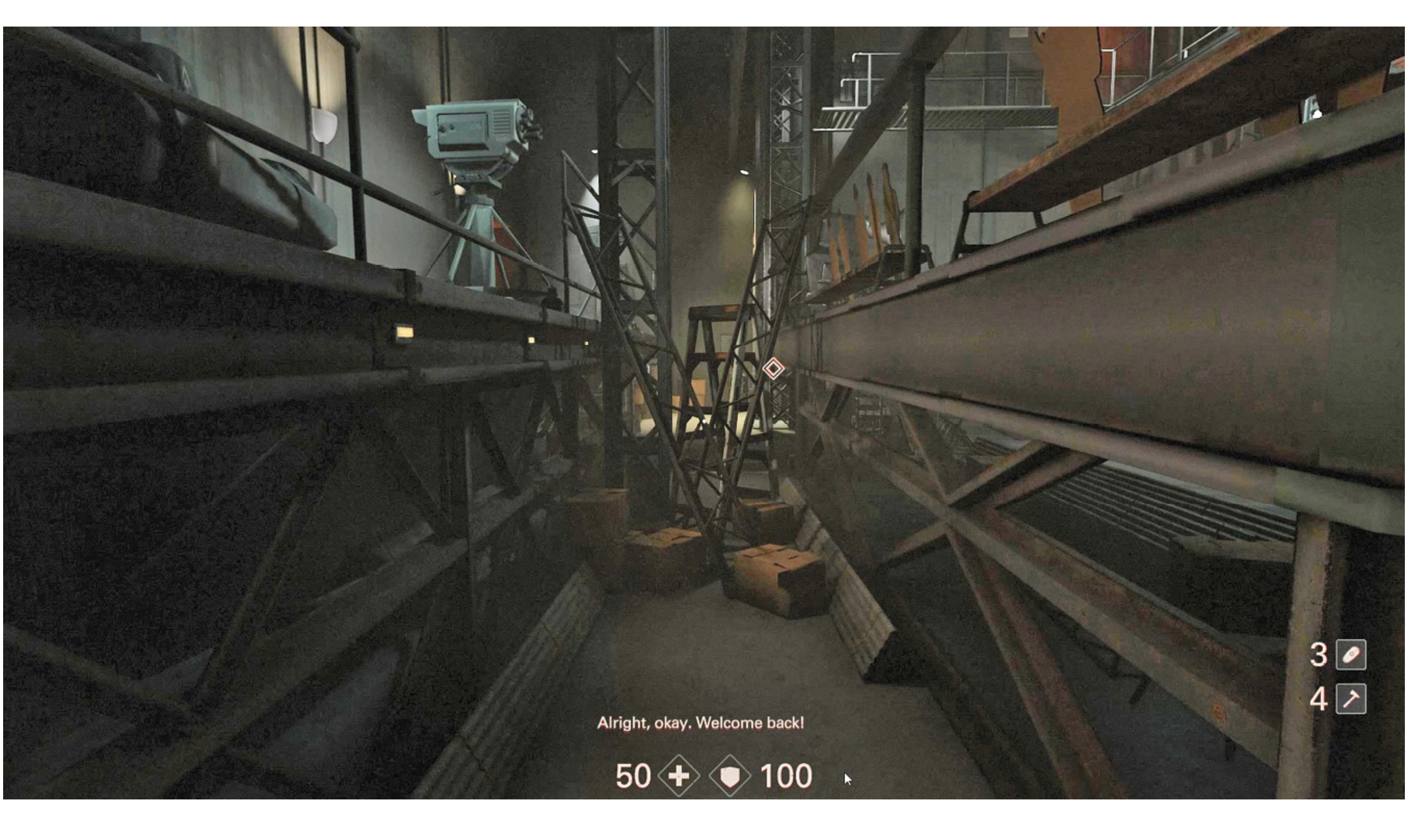
OBJECTIVE: KILL FRAU ENGEL


Standby. What?
69
100
3
4

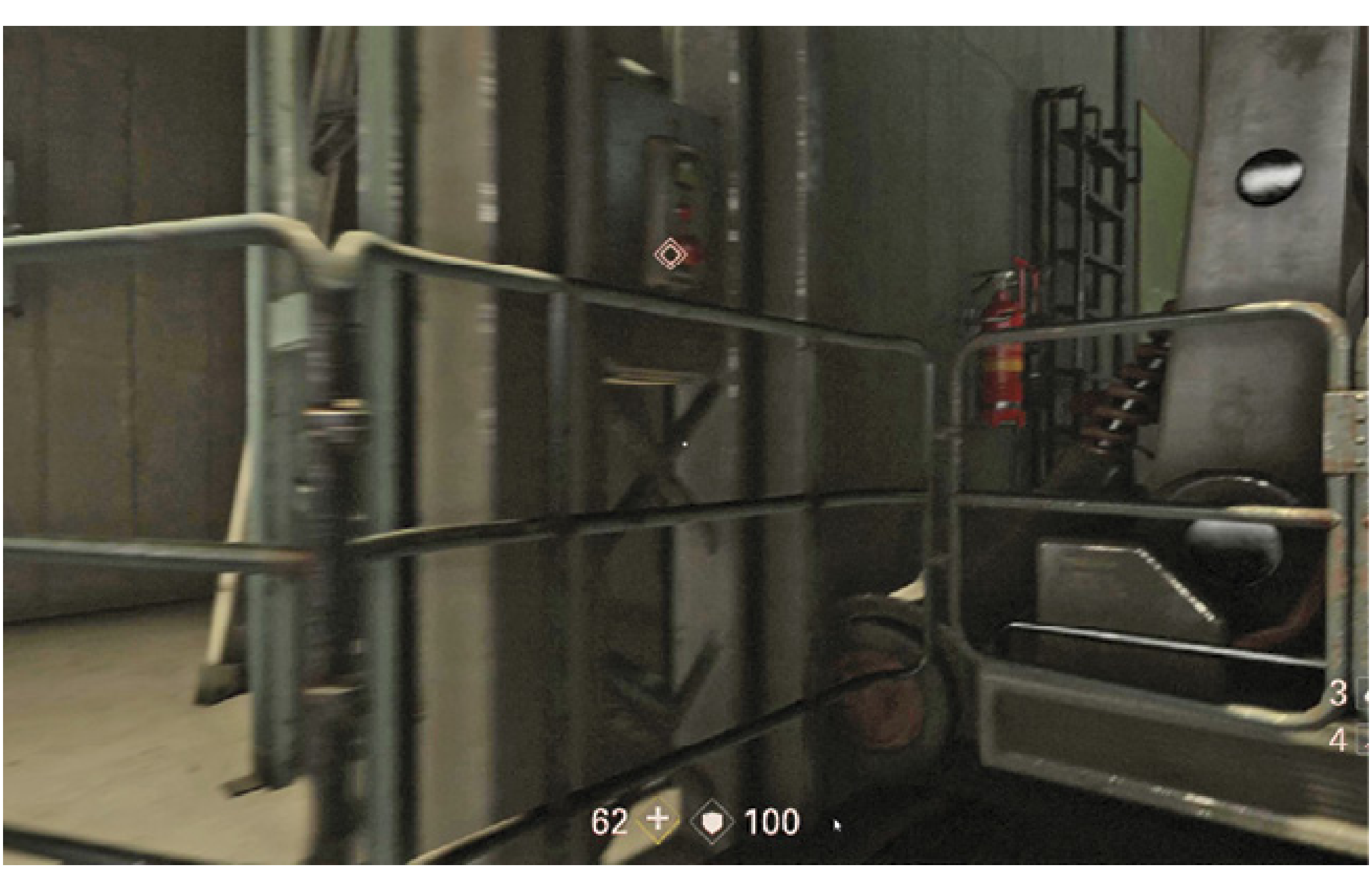
Your Resistance group has infiltrated the television studio where Engel is a guest on a talk show. The rest is up to you.



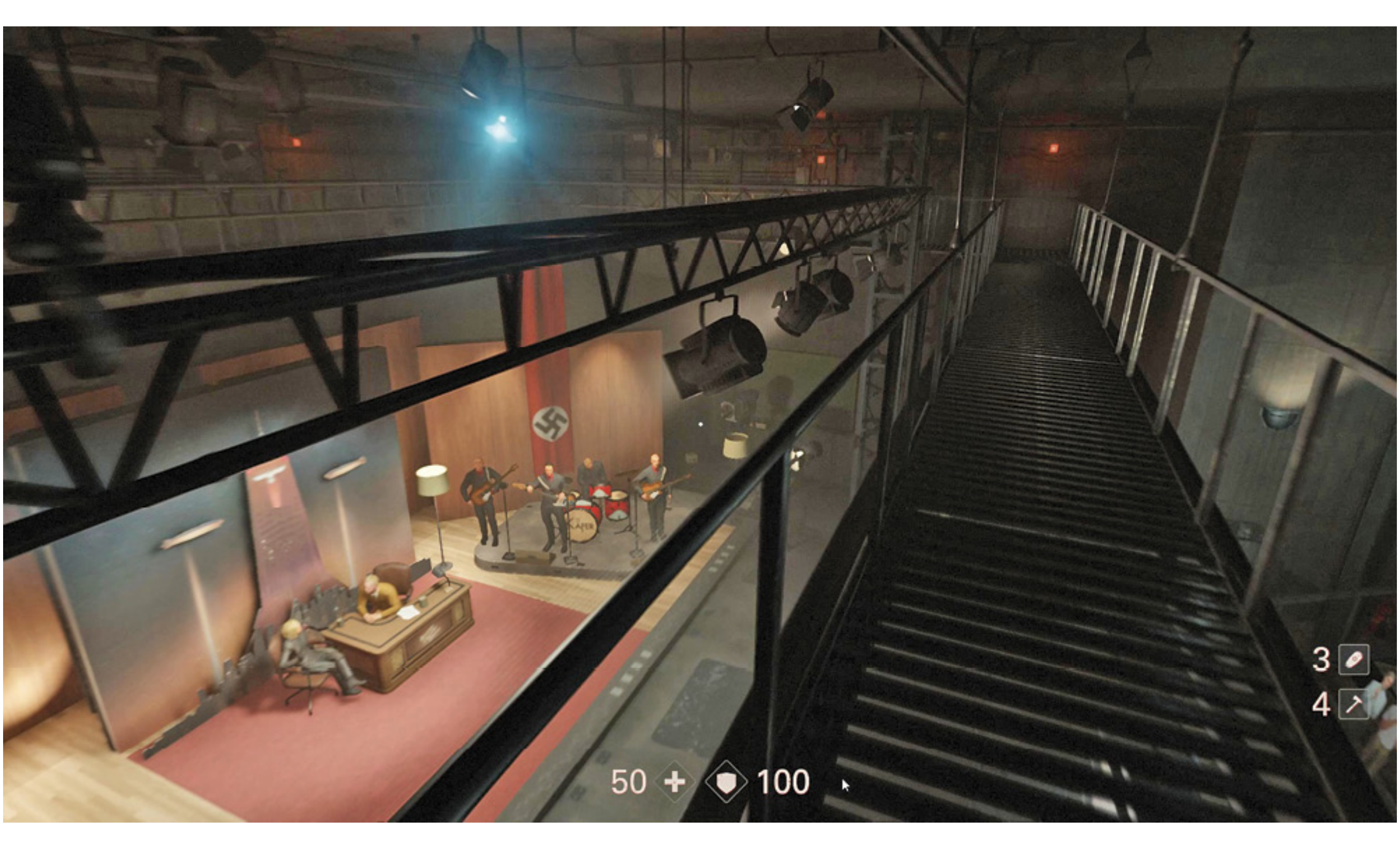
While your friends keep the show on the air, you must infiltrate the set and get to Frau Engel. All you need for this job is your trusty hatchet.


Alright, okay. Welcome back!
50
100
3
4

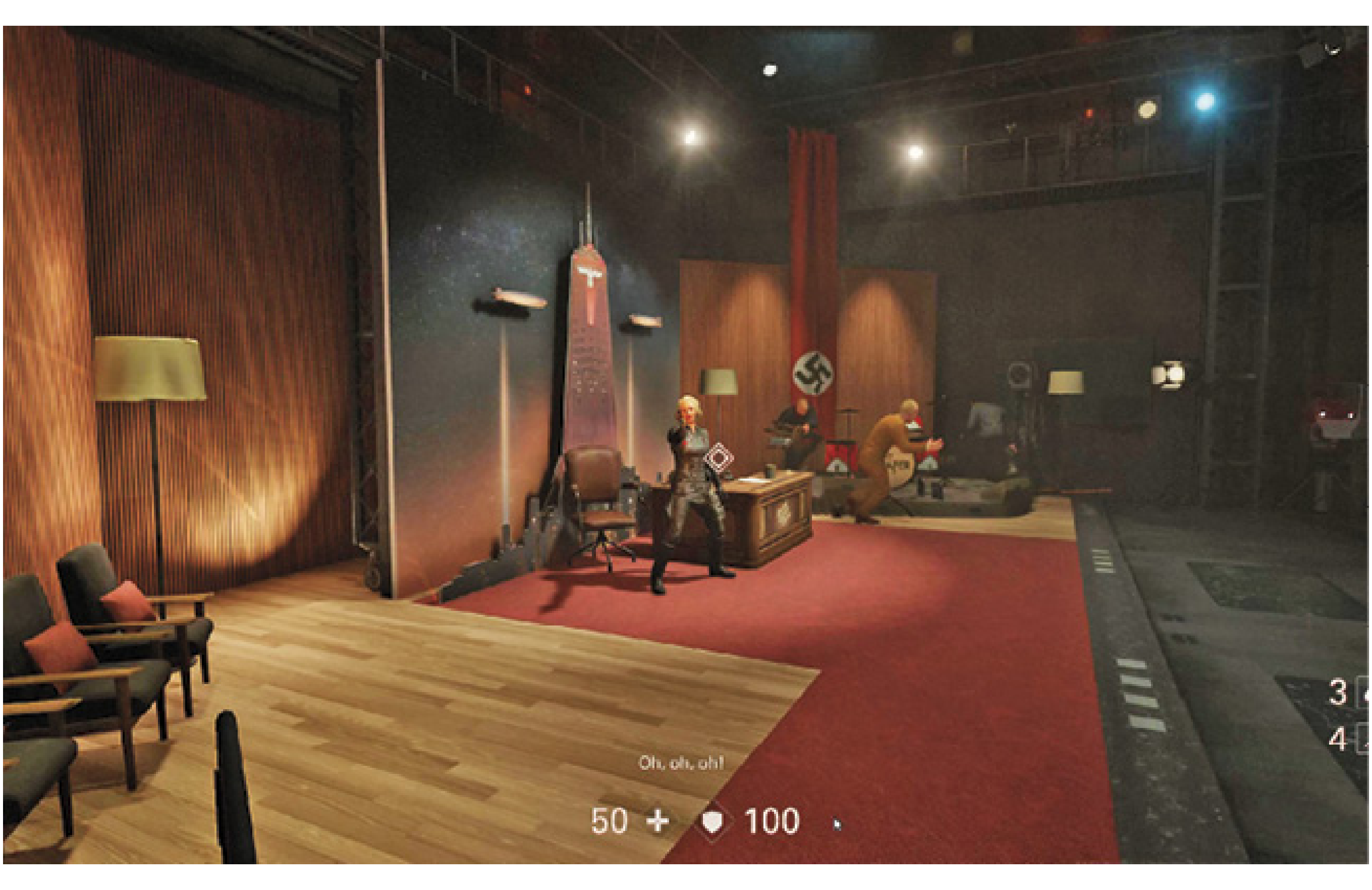
Advance across the front of the booth to the right side of the set. As you move forward, you find your path is blocked. Crouch down and crawl under the bleachers to the left side of the set.

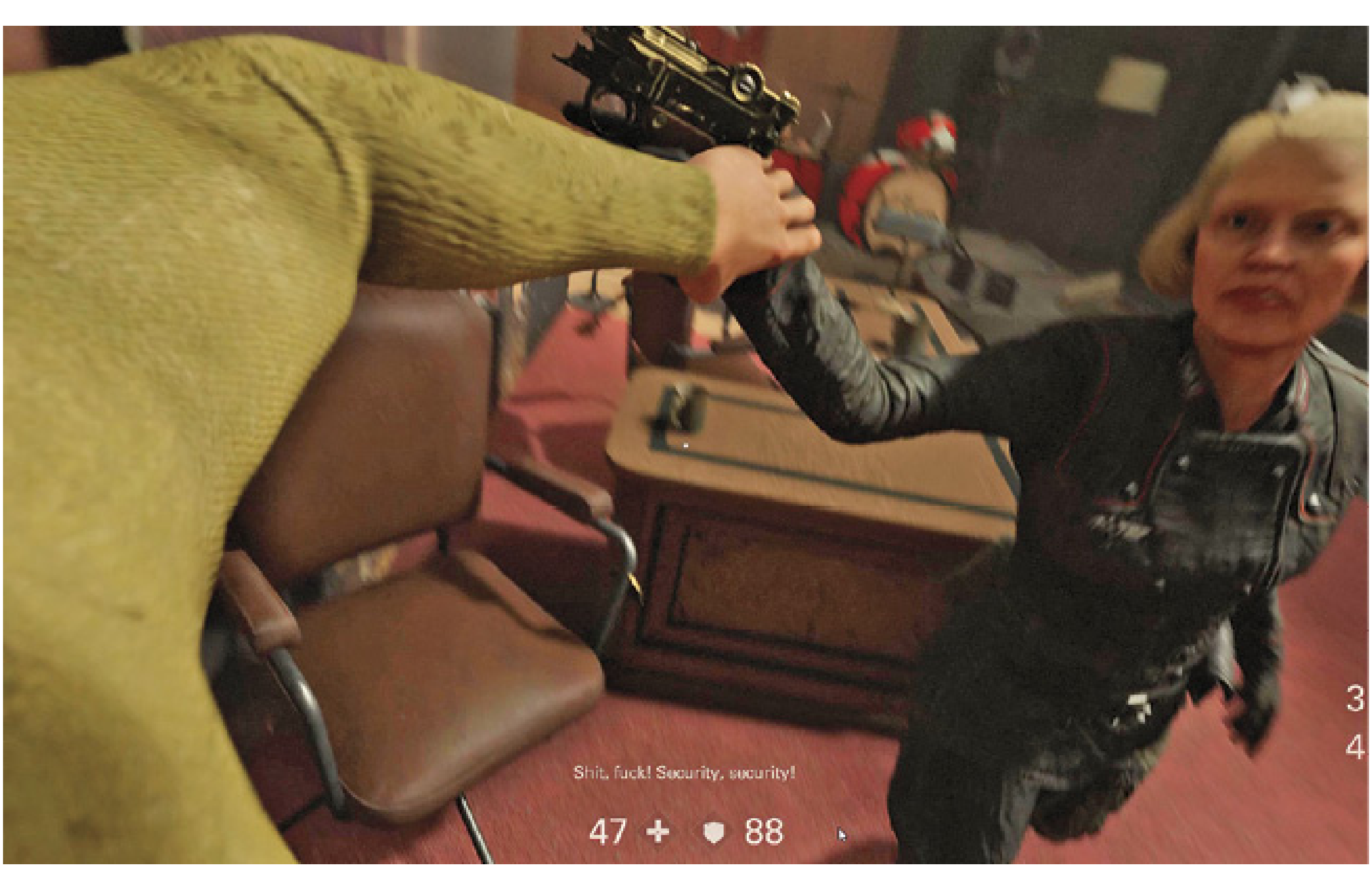


At the other side, climb onto the lift and press the button to be raised up to the catwalks.



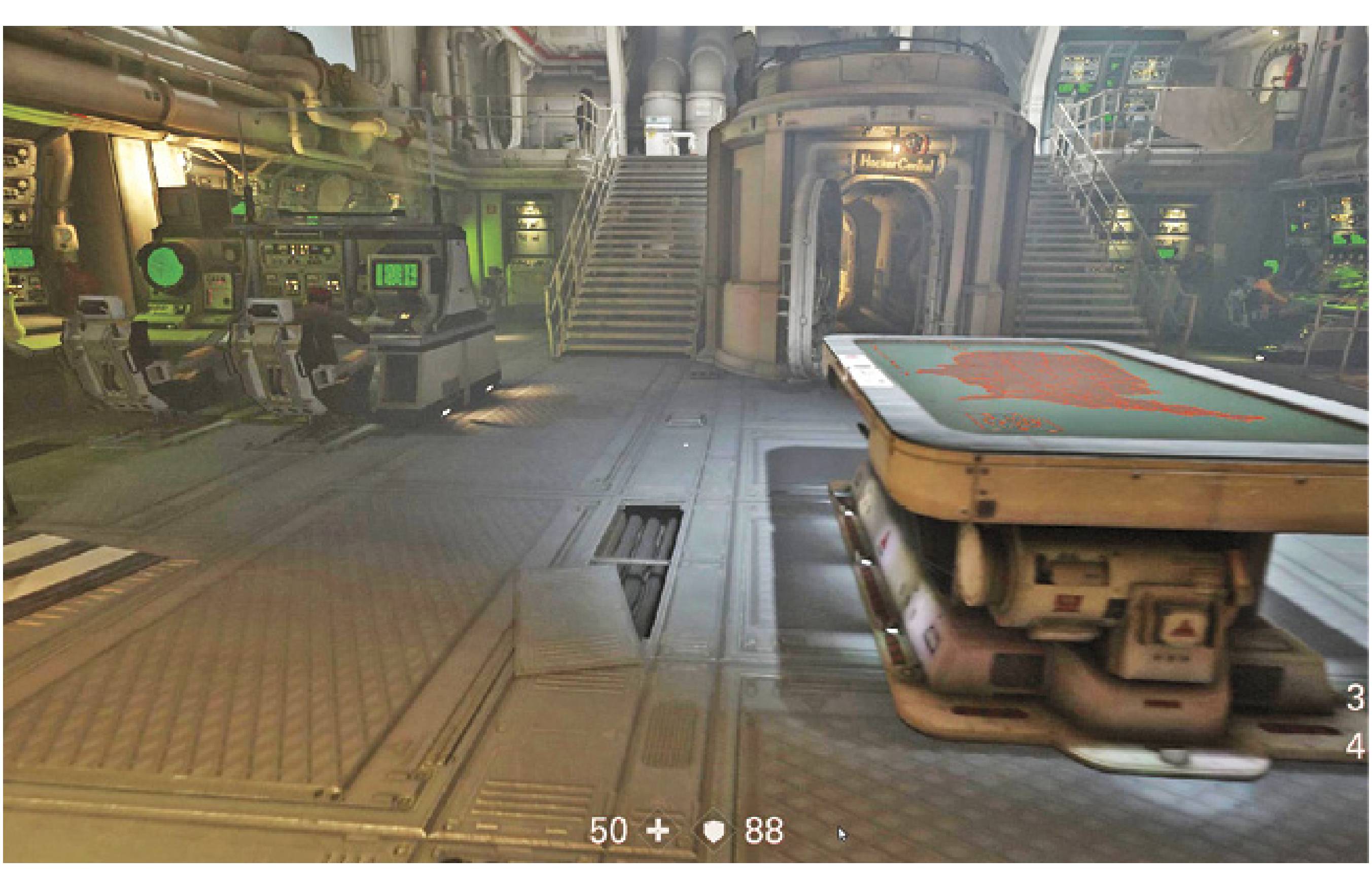
Follow the catwalks around the stage until you reach another lift, then ride it back down to the ground floor.




Shit, fuck! Security, security!
47
88
3
4

You're spotted as you exit the lift. Frau Engel begins shooting at you.

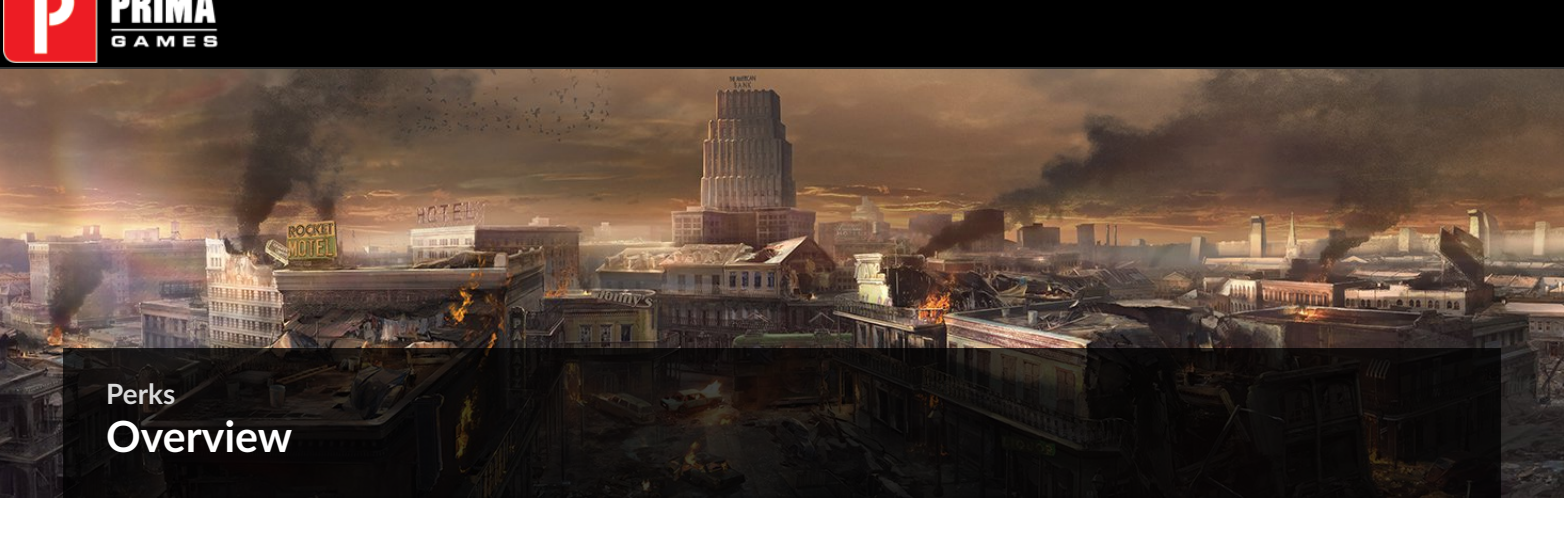
Rush forward and perform a melee attack to disarm your nemesis—literally. Finish her off to spark the revolution to take back America from the Nazis.



It's now time to take on the Überkommandants scattered across the nation.

Grace Walker
Alright, Blazkowicz. While the guys are off kicking ass and revolutionizing, you and I will tie up some loose ends by taking out any Übercommanders left on the board.
50
88
3
4

Once the mission is completed, you return to *Evas Hammer*. While the revolution has begun, your job is far from over. There's still a lot of work to be done.



Perks
Overview

It's nice to be rewarded for all your hard work. As you complete various series of actions, you unlock Perks—improved abilities that give you an edge over your enemies. There are 18 Perks in the game, plus an ability column for each contraption, divided into three categories. Each Perk includes five levels that increase the rewarded benefits. In this chapter, you'll find a breakdown of all Perks and contraption abilities, their requirements, and their rewards. Use this knowledge to adjust your strategies and tactics with the aim of earning the rewards that best benefit your playstyle and aid your progress through the Campaign.

STEALTH PERKS

All Stealth Perks focus on silent kills and avoiding alarms being raised during missions.

| STEALTH TAKEDOWNS

Requirement: Silently kill enemies from behind using stealth takedowns.

Reward: Increased movement speed when crouched.

LEVEL	CRITERIA	REWARD
1	10 stealth takedowns	+10% movement speed when crouched
2	20 stealth takedowns	+20% movement speed when crouched
3	30 stealth takedowns	+30% movement speed when crouched
4	40 stealth takedowns	+40% movement speed when crouched
5	50 stealth takedowns	+50% movement speed when crouched

A stealth takedown is accomplished by sneaking up behind an enemy and killing him with your hatchet. For every 10 stealth takedowns you make, you increase your movement speed while crouched by 10%. Achieve 50 stealth takedowns to max out this Perk at a 50% increase in crouched movement speed. This makes traversing levels using stealth tactics much easier.

| HATCHET-THROW KILLS

Requirement: Kill enemies by throwing hatchets at targets.

Reward: Increased total hatchet capacity.

LEVEL	CRITERIA	REWARD
1	10 hatchet-throw kills	+1 hatchet (4 total capacity)
2	20 hatchet-throw kills	+2 hatchets (5 total capacity)
3	30 hatchet-throw kills	+3 hatchets (6 total capacity)
4	40 hatchet-throw kills	+4 hatchets (7 total capacity)
5	50 hatchet-throw kills	+5 hatchets (8 total capacity)

Your hatchets can be used against enemies in two ways: for melee attacks, and as thrown weapons. The latter use unlocks this Perk. For every 10 enemies you dispatch with a hatchet throw, you increase the total number of the hatchets you can carry by one. You start out with a capacity of three hatchets. Accomplish 50 hatchet-throw kills to max out your capacity at eight total hatchets. Having so many hatchets on hand is a great way to expand your tactical options for any situation.

| ENIGMA CODES

Requirement: Collect Enigma Codes from dead Kommandants.

Reward: Kommandant alarm signals are jammed, delaying alarm activation.

LEVEL	CRITERIA	REWARD
1	5 Enigma Codes collected	+0.2s delay in Kommandant alarm activation
2	10 Enigma Codes collected	+0.4s delay in Kommandant alarm activation
3	15 Enigma Codes collected	+0.6s delay in Kommandant alarm activation
4	20 Enigma Codes collected	+0.8s delay in Kommandant alarm activation
5	25 Enigma Codes collected	+1s delay in Kommandant alarm activation

As you kill Kommandants, be sure to grab the Enigma Codes they carry. For every five codes you collect, you increase the time it takes a Kommandant to sound an alarm once you're detected by 0.2 seconds. Once you collect 25 Enigma Codes, you increase this delay by an entire second—precious time during which you can act.

| QUICK KOMMANDANT KILLS

Requirement: Kill Kommandants before they sound the alarm.

Reward: Increased damage dealt with suppressed weapons.

LEVEL	CRITERIA	REWARD
1	10 Kommandants killed without alarm raised	+10% damage with suppressed weapons
2	20 Kommandants killed without alarm raised	+20% damage with suppressed weapons
3	30 Kommandants killed without alarm raised	+30% damage with suppressed weapons
4	40 Kommandants killed without alarm raised	+40% damage with suppressed weapons
5	50 Kommandants killed without alarm raised	+50% damage with suppressed weapons

It's always a good idea to kill Kommandants before they can sound the alarm and summon reinforcements. This Perk offers a bonus incentive. For every 10 Kommandants killed before they alert other enemies to your presence, you increase the damage inflicted by your suppressed weapons by 10%. Kill 50 Kommandants meeting this requirement, and your suppressed weapons deal half again as much damage as they did originally. Nice!

| TAKEDOWNS OR TAMPERS

Requirement: Perform takedowns on, or tamper with, robotic enemies.

Reward: Tampering earns diesel or laser ammo.

LEVEL	CRITERIA	REWARD
1	2 takedowns/tampers on robotic enemies	1 diesel/laser ammo pickup when tampering
2	4 takedowns/tampers on robotic enemies	2 diesel/laser ammo pickups when tampering
3	6 takedowns/tampers on robotic enemies	3 diesel/laser ammo pickups when tampering
4	8 takedowns/tampers on robotic enemies	4 diesel/laser ammo pickups when tampering
5	10 takedowns/tampers on robotic enemies	5 diesel/laser ammo pickups when tampering

Takedowns and tampering, when applied to robotic enemies, are similar in nature. A takedown is a hatchet kill performed on an active robotic enemy, such as an ÜberSoldat. Tampering, meanwhile, involves destroying an inactive robotic enemy before it activates. For every two takedowns/tampers you perform, you gain the ability to grab one diesel or laser ammo pickup when you tamper; the ammo type depends on which type of weapon you're carrying. Max out this Perk at 10 takedowns/tampers for five ammo pickups when tampering. If you like getting in close to kill ÜberSoldaten, leveling this Perk is a cinch.

| CONSTRICTOR KILLS

Requirement: Kill enemies while using the Constrictor Harness ability. (Must have chosen the Constrictor Harness contraption.)

Reward: Increased movement speed when using the Constrictor Harness.

LEVEL	CRITERIA	REWARD
1	5 kills with the Constrictor Harness	+10% movement speed when using the Constrictor Harness
2	10 kills with the Constrictor Harness	+20% movement speed when using the Constrictor Harness
3	15 kills with the Constrictor Harness	+30% movement speed when using the Constrictor Harness
4	20 kills with the Constrictor Harness	+40% movement speed when using the Constrictor Harness
5	25 kills with the Constrictor Harness	+50% movement speed when using the Constrictor Harness

This Perk can only be unlocked if you're equipped with the Constrictor Harness. For every five kills you make while using the Constrictor Harness ability, such as performing stealth takedowns while squeezed into small pipes or ducts, you increase your movement speed while using this contraption by 10%.

MAYHEM PERKS

While you kill most enemies with firearms, Mayhem Perks reward you for using other means.

| COMBAT TAKEDOWN

Requirement: Kill enemies using combat takedowns.

Reward: Increased rate of health regeneration.

LEVEL	CRITERIA	REWARD
1	10 combat-takedown kills	+10% health-regeneration rate
2	20 combat-takedown kills	+20% health-regeneration rate
3	30 combat-takedown kills	+30% health-regeneration rate
4	40 combat-takedown kills	+40% health-regeneration rate
5	50 combat-takedown kills	+50% health-regeneration rate

The hatchet is a powerful weapon, and its melee attacks are quite lethal regardless of whether you sneak up on an enemy or attack outright. Killing an alerted enemy with a hatchet is a combat takedown. For every 10 kills you achieve in this manner, you increase your health-regeneration rate by 10%. Max out this Perk at 50 combat takedowns to increase this rate to half again as much as it was originally. This Perk is definitely worth the effort—you need all the health you can get.

| DUAL-WIELD KILLS

Requirement: Kill enemies while dual-wielding weapons.

Reward: Increased number of ammo rounds from weapons dropped by enemies.

LEVEL	CRITERIA	REWARD
1	50 dual-wield kills	+1 enemy ammo round dropped
2	100 dual-wield kills	+2 enemy ammo rounds dropped
3	150 dual-wield kills	+3 enemy ammo rounds dropped
4	200 dual-wield kills	+4 enemy ammo rounds dropped
5	250 dual-wield kills	+5 enemy ammo rounds dropped

Once you're able to use two firearms at the same time, you can perform duel-wield kills. To do this, have both weapons out when you dispatch an enemy. For every 50 enemies killed in this manner, you increase the amount of ammunition dropped by enemies by one round, up to an increase of five rounds when you max this Perk at 250 dual-wield kills.

| HEAVY WEAPON KILLS

Requirement: Kill enemies using heavy weapons.

Reward: Increased magazine size in detached heavy weapons.

LEVEL	CRITERIA	REWARD
1	20 heavy-weapon kills	+20% magazine size in detached heavy weapons
2	40 heavy-weapon kills	+40% magazine size in detached heavy weapons
3	60 heavy-weapon kills	+60% magazine size in detached heavy weapons
4	80 heavy-weapon kills	+80% magazine size in detached heavy weapons
5	100 heavy-weapon kills	+100% magazine size in detached heavy weapons

You can pick up heavy weapons from defeated enemies. These include the Lasergewehr, Dieselgewehr, Hammergewehr, and Übergewehr. You can also detach these weapons from turrets. For every 20 enemies you kill using one of these heavy weapons, you increase the weapons' magazine size by 20%. If you kill 100 enemies following these rules, you double the magazine size. Pretty handy!

Note that kills made using your Dieselkraftwerk/Laserkraftwerk don't count toward this Perk's criteria, and neither of these weapons benefits from the Heavy Weapon Kills Perk.

| OVERCHARGED KILLS

Requirement: Kill enemies while health is overcharged.

Reward: Reduced rate of deflation on health overcharge.

LEVEL	CRITERIA	REWARD
1	10 overcharged kills	-20% health-overcharge deflation rate
2	20 overcharged kills	-40% health-overcharge deflation rate
3	30 overcharged kills	-60% health-overcharge deflation rate
4	40 overcharged kills	-80% health-overcharge deflation rate
5	50 overcharged kills	-100% health-overcharge deflation rate

If you pick up enough first-aid kits, you can increase your health up to twice its normal capacity. However, this extra health, called "overcharge," drains away over a short period of time. Kill enemies while your health is overcharged to unlock this lifesaving Perk. For every 10 such kills you make, you decrease the rate at which your health overcharge deflates by 20%.

| GRENADE KILLS

Requirement: Kill enemies using Handgranate.

Reward: Increased grenade capacity.

LEVEL	CRITERIA	REWARD
1	25 Handgranate kills	+1 grenade (4 total capacity)
2	50 Handgranate kills	+2 grenades (5 total capacity)
3	75 Handgranate kills	+3 grenades (6 total capacity)
4	100 Handgranate kills	+4 grenades (7 total capacity)
5	125 Handgranate kills	+5 grenades (8 total capacity)

You can carry three Handgranate at the start. By killing enemies with your grenades, you increase this number. You add one Handgranate to your capacity for every 25 enemies you kill in this way. Max out this Perk at 125 grenade kills to net yourself a capacity of eight Handgranate.

| RAM SHACKLES KILLS

Requirement: Kill enemies by tackling them with the Ram Shackles ability. (Must have chosen the Ram Shackles contraption.)

Reward: Increased amount of armor from armor pieces dropped by enemies.

LEVEL	CRITERIA	REWARD
1	10 Ram Shackles kills	+10% enemy armor dropped
2	20 Ram Shackles kills	+20% enemy armor dropped
3	30 Ram Shackles kills	+30% enemy armor dropped
4	40 Ram Shackles kills	+40% enemy armor dropped
5	50 Ram Shackles kills	+50% enemy armor dropped

This Perk can only be unlocked by choosing the Ram Shackles contraption. This device gives you the ability to kill enemies by tackling them while sprinting. For every 10 enemies killed this way, you increase the amount of armor you get when picking up armor dropped by defeated enemies by 10%.

TACTICAL PERKS

While rushing in with guns blazing can be effective, looking for other advantages or opportunities helps you earn these Tactical Perks.

| HEADSHOT KILLS

Requirement: Kill enemies by shooting them in the head.

Reward: Increased damage dealt when aiming down sights.

LEVEL	CRITERIA	REWARD
1	50 headshots	+5% damage when aiming down sights
2	100 headshots	+10% damage when aiming down sights
3	150 headshots	+15% damage when aiming down sights
4	100 headshots	+20% damage when aiming down sights
5	250 headshots	+25% damage when aiming down sights

To get a headshot kill, you must hit an enemy in the head with the first shot you fire at that enemy. If your first shot lands anywhere else on the body, the kill doesn't count as a headshot, even if you hit the head on a subsequent shot. For every 50 headshot kills you make, you increase the damage you inflict when aiming down the sights of your weapon by 5%.

| KILLS BY BURNING

Requirement: Kill enemies with flame weapons.

Reward: Reduced damage taken from diesel weapons.

LEVEL	CRITERIA	REWARD
1	10 fire kills	-10% damage from diesel weapons
2	20 fire kills	-20% damage from diesel weapons
3	30 fire kills	-30% damage from diesel weapons
4	40 fire kills	-40% damage from diesel weapons
5	50 fire kills	-50% damage from diesel weapons

This Perk rewards you for using flame weapons such as the Dieselgewehr and Dieselkraftwerk. For every 10 enemies killed by the flames, you decrease the amount of damage you take from diesel weapons by 10%.

| ENVIRONMENT KILLS

Requirement: Kill enemies utilizing explosive objects inthe area.

Reward: Reduced damage taken from explosives.

LEVEL	CRITERIA	REWARD
1	10 environment kills	-10% damage from explosives
2	25 environment kills	-20% damage from explosives
3	50 environment kills	-30% damage from explosives
4	75 environment kills	-40% damage from explosives
5	100 environment kills	-50% damage from explosives

In some levels you find explosive objects such as fuel tanks. Shooting them causes them to blow up, potentially eliminating nearby enemies. Kill 10 enemies this way to reduce the damage you take from explosives by 10%. Max out this Perk to cut damage from explosives in half.

| ELECTRO STUN KILLS

Requirement: Stun mechanical enemies with electricity, then destroy them while they're incapacitated.

Reward: Reduced damage taken from laser weapons.

LEVEL	CRITERIA	REWARD
1	5 electrical stun kills	-10% damage from laser weapons
2	10 electrical stun kills	-20% damage from laser weapons
3	15 electrical stun kills	-30% damage from laser weapons
4	20 electrical stun kills	-40% damage from laser weapons
5	25 electrical stun kills	-50% damage from laser weapons

Once you add the Electric Upgrade to your Handgranate, you can stun robotic enemies. For every five robots you destroy while they're incapacitated, you reduce the amount of damage you take from laser weapons by 10%.

MAYHEM PERKS

| ENEMY GRENADE KILLS

Requirement: Kill enemies with their own grenades.

Reward: Increased time before enemy grenades explode.

LEVEL	CRITERIA	REWARD
1	10 enemy grenade kills	+0.25s before enemy grenade explosion
2	15 enemy grenade kills	+0.5s before enemy grenade explosion
3	20 enemy grenade kills	+0.75s before enemy grenade explosion
4	30 enemy grenade kills	+1s before enemy grenade explosion
5	50 enemy grenade kills	+1.5s before enemy grenade explosion

When an enemy lobs a grenade at you, you have a short amount of time in which to pick it up and toss it back before it detonates. Or shoot the grenade in your enemy's hand before it's thrown, so it blows up and inflicts damage on nearby enemies; this also counts toward the Perk's criteria. Kill 10 enemies using these methods to increase the time before enemy grenades explode by 0.25 seconds. Kill 50 enemies to max out this Perk, giving you an extra 1.5 seconds in which to act. It might not seem like a long time, but every bit helps!

| BATTLE WALKERS KILLS

Requirement: Kill enemies while using the Battle Walkers ability. (Must have chosen the Battle Walkers contraption.)

Reward: Increased amount of ammo from weapons dropped by enemies.

LEVEL	CRITERIA	REWARD
1	20 Battle Walkers kills	+10% enemy ammo drops
2	40 Battle Walkers kills	+20% enemy ammo drops
3	60 Battle Walkers kills	+30% enemy ammo drops
4	80 Battle Walkers kills	+40% enemy ammo drops
5	100 Battle Walkers kills	+50% enemy ammo drops

This Perk can only be unlocked if you have the Battle Walkers contraption. While this device is activated, you can perform melee attacks from the Battle Walkers' elevated position. Kill 20 enemies while using the Battle Walkers ability to increase the amount of ammo you pick up from dead enemies by 10%. Complete 100 of these kills to get half again as much dropped ammo as you were able to grab when you started the Campaign.

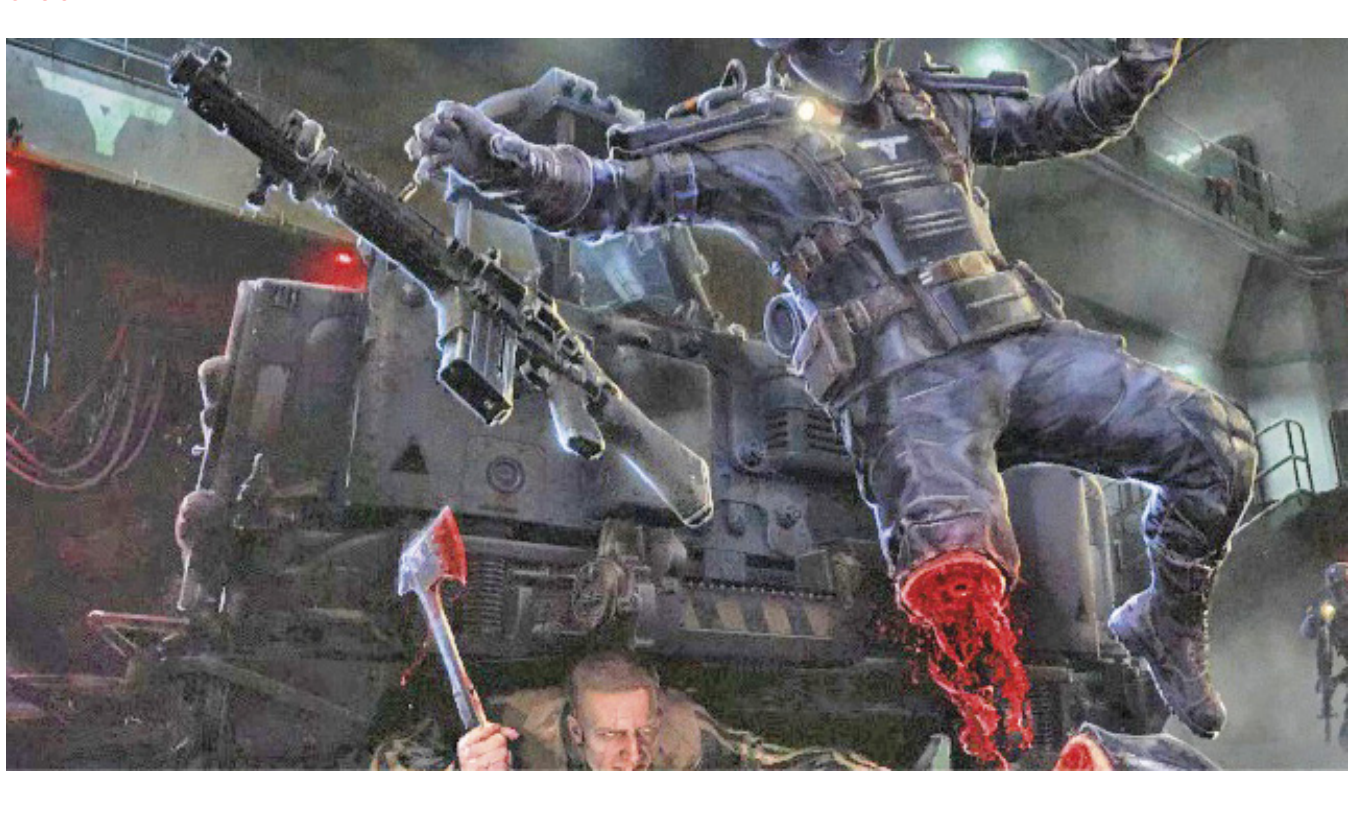
CONTRAPTION ABILITIES

Later in the game, you gain access to contraptions. Out of three options, you must choose one. Each provides unique special abilities, so read ahead to determine which one best suits your playstyle.

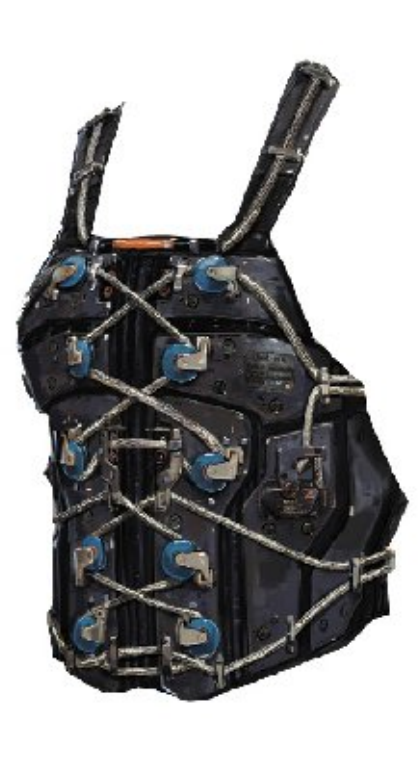
As with Perks, contraption abilities are categorized by type: Stealth, Mayhem, and Tactical. Each contraption is designated as one of these types. When you choose your contraption, you unlock its full column of abilities—with the exception of the final ability, which must be unlocked by completing missions aboard *Evas Hammer.*

CONSTRICTOR HARNESS

Stealth



Upon activation, the Constrictor Harness compresses your torso, allowing you to enter narrow spaces. Keep in mind that using the Harness prevents you from breathing properly. Prolonged use causes damage and eventual death due to lack of oxygen. The Constrictor Harness activates automatically when applicable, as long as you're moving in a crouch.

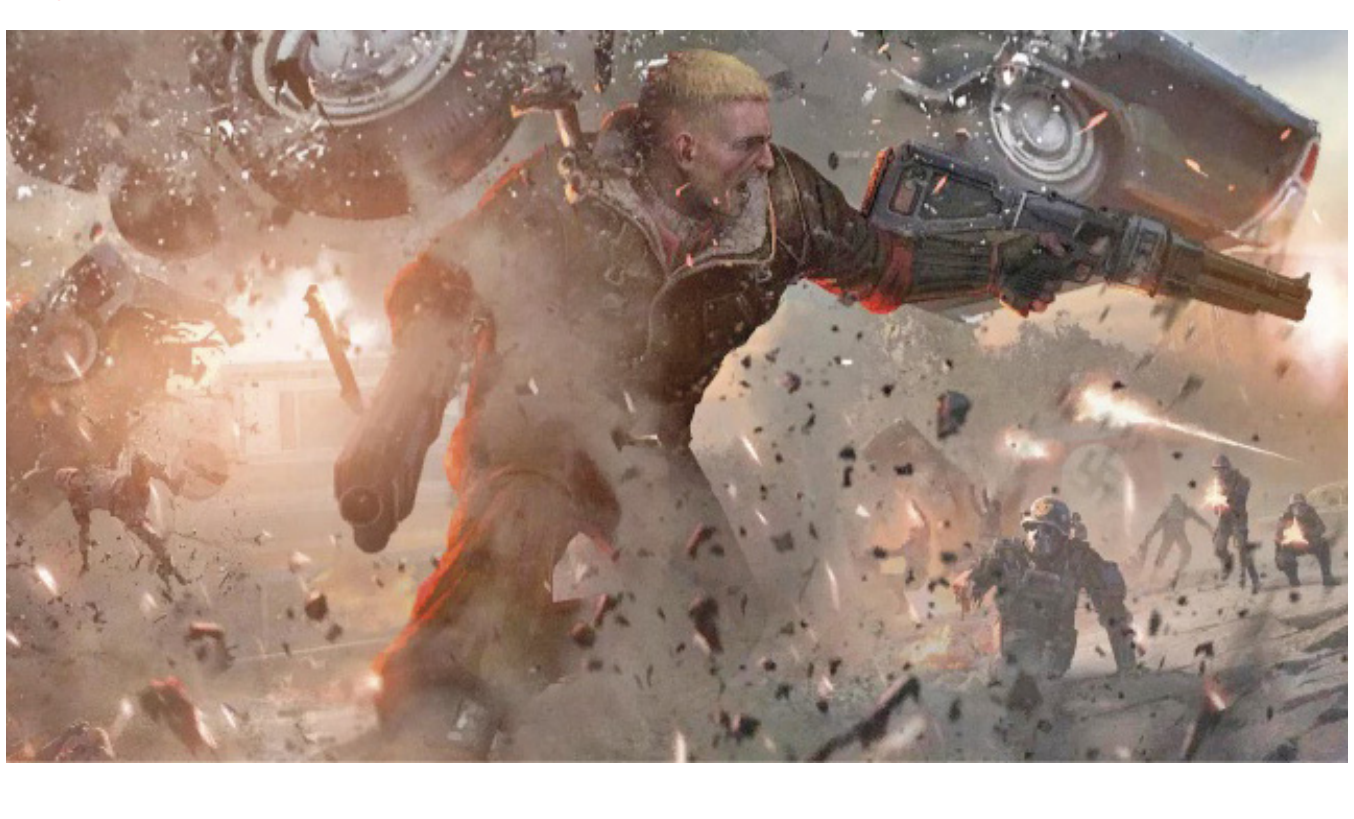


ABILITIES

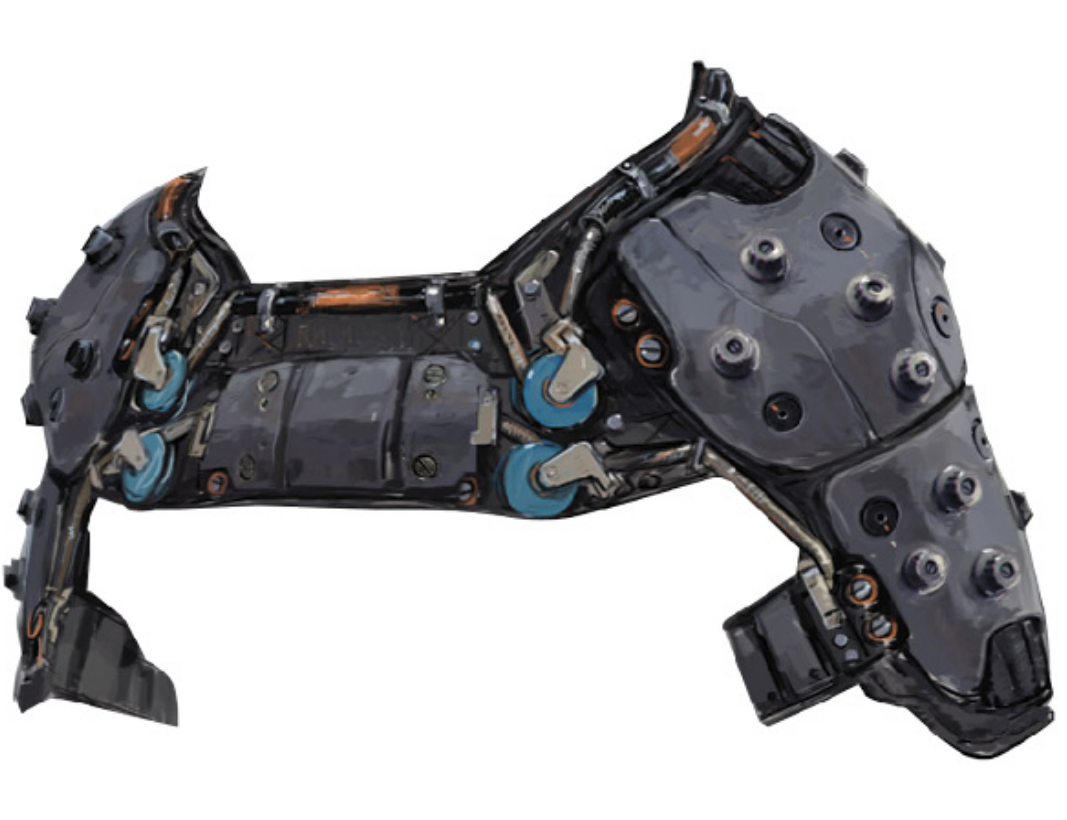
NAME	DESCRIPTION
Kobra	Allows you to crawl into narrow spaces by approaching while crouched.
Silent Step	Enemies cannot hear you move.
Terror-Billy	Enemies freeze in horror when they spot you.
Iron Lung	Increases the duration of time you're able to remain constricted in narrow spaces before you start taking damage. Requires the Constrictor Harness Upgrade obtained by completing missions aboard Evas Hammer.

RAM SHACKLES

Mayhem



The Ram Shackles is a metal reinforcement rig that protects your upper-body joints: elbows and shoulders. It allows you to ram through obstacles, smash open doors and crates, and pummel your enemies. It activates when you're sprinting.

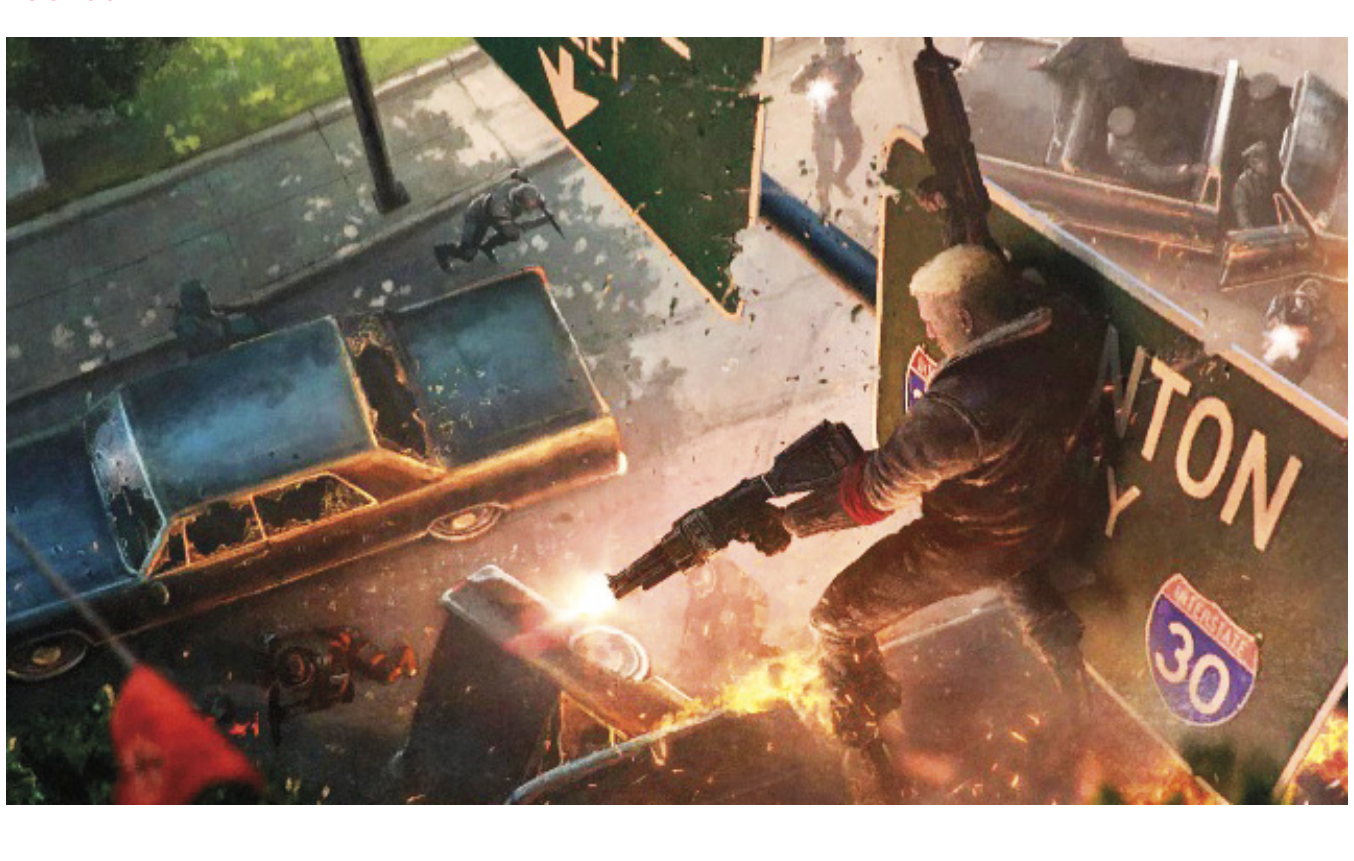


ABILITIES

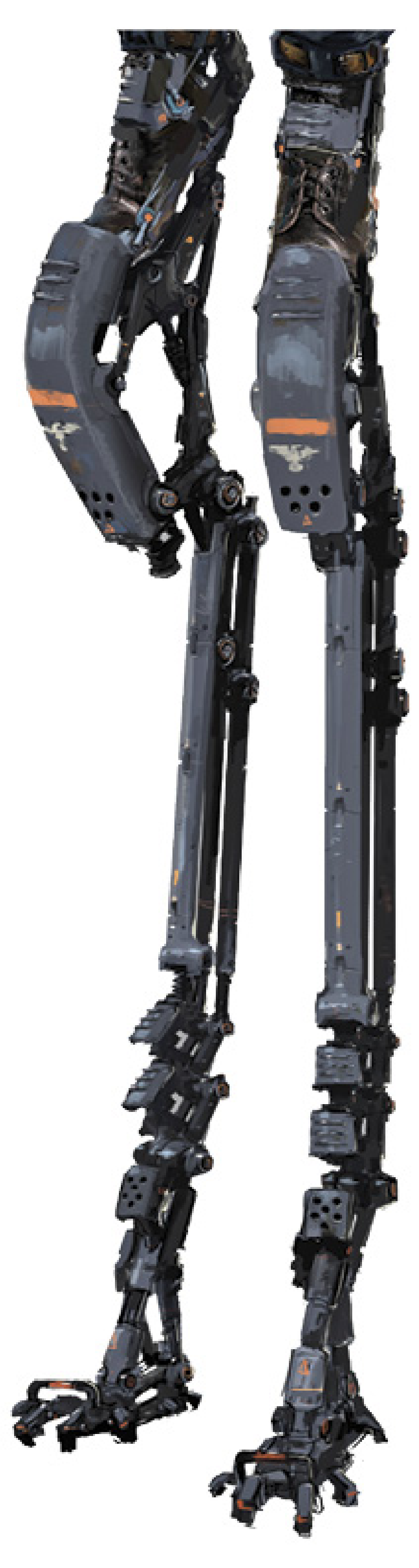
NAME	DESCRIPTION
Rammbock	Allows you to tackle through certain walls, obstacles, and enemies by sprinting.
Sturdy	You no longer fall to the ground as a result of blast waves.
Cannon Arm	Allows you to throw hatchets and grenades with extreme velocity.
Mechanic	Regenerates armor. Requires the Ram Shackles Upgrade obtained by completing missions aboard Evas Hammer.

BATTLE WALKERS

Tactical

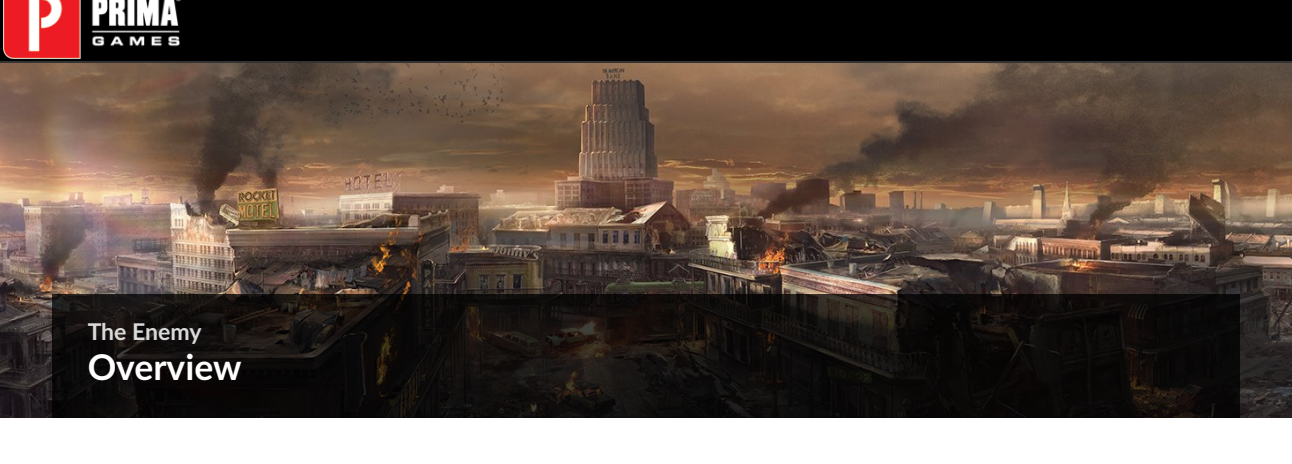


This mechanical actuator system is mounted on your legs and activated on demand. Once it's activated, mechanical supports extend, allowing you to access new areas, vertical cover, and other tactically advantageous positions. When extended, the indestructible mechanical supports provide good protection against mines and area-denial grenades, and allow you to perform melee attacks from an elevated position. Double-press the Jump button to activate the Battle Walkers.



ABILITIES

NAME	DESCRIPTION
Wanderer	Mechanical leg extensions allow you to reach new heights by double-pressing the Jump button.
Quick Draw	Time is slowed while the Weapon Wheel is being accessed.
Adrenaline	Killing an enemy grants a health-boost reward.
Stamina	Overcharged health begins deflating only when you take damage. Requires the Battle Walkers Upgrade obtained by completing missions aboard Evas Hammer.



The Enemy

Overview

You face many different enemy types during your mission. Most are Soldiers, who are further divided into subcategories by a variety of armor and weapons. Other enemies include robots and animals. All of them are deadly and want nothing more than to kill you. This chapter aims to identify each enemy, the threat it represents, and the best ways to engage.

SOLDIER

➤ Soldier

➤ Off-Duty Soldier

➤ Soldier in Radiation Suit

➤ Soldier in Venus Space Suit

Special ability: Can use cover

The most common type of enemy is the Soldier. Soldiers wear different uniforms depending on their location. Each Soldier is armed with a Machinenpistole and Frag Grenades. Heavy Soldiers wear additional armor that lets them take more damage. Some Soldiers found later in the Campaign are armed with Machinenpistoles plus the Nailgun Upgrade, which inflicts more damage.

Light Soldiers are easily killed with a Machinenpistole. Heavy Soldiers can take more damage, so use the Sturmgewehr against them. All Soldiers can be killed by a single hit from a hatchet, whether thrown or used in a melee attack.

STATS

TYPE	WEAPON	HEALTH	ARMOR	VARIANTS
Light	Machinenpistole, Handgranate	45	Light	Radiation Suit, Venus Space Suit
Heavy	Machinenpistole, Handgranate	45	Medium	Radiation Suit, Venus Space Suit
Machinenpistole	Machinenpistole (Nailgun Upgrade), Handgranate	45	Medium	Radiation Suit, Venus Space Suit
Off-Duty	Machinenpistole, Handgranate	40-50	—	Klansman, Engineer, Scientist

ELITE SOLDIER

➤ Elite Soldier

➤ Shotgun Elite

➤ Sniper Elite

Special ability: Can use cover

Elite Soldiers are similar to regular Soldiers, except that they're armed with Sturmgewehr assault rifles in conjunction with their Frag Grenades. They're also tougher to kill. There are two specialized versions of Elite Soldiers. Shotgun Elite Soldiers carry Schockhammer automatic shotguns, are heavily armored, and are deadly at close range. Sniper Elite Soldiers are armed with Sturmgewehr plus the Armor Piercing and Marksman Upgrades, don't have much armor, and engage you at long range. Though they fire one shot at a time, each shot inflicts more damage than a standard bullet.

Since Elite Soldiers are tougher to kill than their regular counterparts, the Sturmgewehr is a good choice of weapon. Elites all go down with a single hit from a hatchet. Once you get a Schockhammer, use it against Elites when fighting at close range.

STATS

TYPE	WEAPON	HEALTH	ARMOR	VARIANTS
Light	Sturmgewehr, Handgranate	90	Light	Radiation Suit, Venus Space Suit
Heavy	Sturmgewehr, Handgranate	90	Medium	Radiation Suit, Venus Space Suit
Schockhammer	Schockhammer, Handgranate (Diesel Upgrade)	90	Medium	Radiation Suit, Venus Space Suit
Sniper	Sturmgewehr (Armor Piercing and Marksman Upgrades), Handgranate	90	Light	Radiation Suit, Venus Space Suit
Off-Duty	Sturmgewehr, Handgranate	90	—	—

KOMMANDANT

➤ Kommandant

Special ability: Can call for reinforcements.

Kommandants are armed with Pistoles. Later in the game, you encounter Kommandants carrying Pistoles plus the Magnum Upgrade, or Kampfpistoles plus the Rocket Upgrade. While Kommandants don't pose much of a direct threat, their ability to call in reinforcements when alerted to your presence makes them more dangerous and a primary target.

You can tell when a Kommandant is nearby: an Alert icon appears at the top of your screen. The number inside the icon represents the distance between you and the Kommandant. As long as the icon remains white, you're undetected. If it turns orange, this is your signal that the alarm has been raised; expect more enemies to arrive soon. However, the icon's transition from white to orange takes a short amount of time. If you kill the Kommandant before the icon turns completely orange, no alert is sounded. It's a good strategy to go after Kommandants first to reduce the number of enemies you face. Kommandants can be easily killed with a single Pistole shot to the head. If you have a Silencer, you can take out a Kommandant without alerting nearby Soldiers.

Kommandants carry Enigma Codes, so be sure to collect them from their corpses.

STATS

TYPE	WEAPON	HEALTH	ARMOR	VARIANTS
Pistole	Pistole	40	—	Radiation Suit
Magnum	Pistole (Magnum Upgrade)	40	—	Radiation Suit, Venus Space Suit
Kampfpistole	Kampfpistole	40	—	—

ÜBERKOMMANDANT

➤ Überkommandant with Light Armor

Special ability: Can call for reinforcements.

Insert your collected Enigma Codes from defeated Kommandants into the Enigma Machine on *Evas Hammer* to find the locations of Überkommandants. These leaders are armed with Kampfpistoles plus the Rocket and Rifle Stock Upgrades.

Überkommandants are tougher to defeat than normal Kommandants. Use headshots and hatchets to take them out.

STATS

TYPE	WEAPON	HEALTH	ARMOR	VARIANTS
Standard	Kampfpistole (Shoulder Stock Upgrade), Handgranate	90	—	—

SUPERSOLDAT

➤ Dieselgewehr SuperSoldat

➤ Lasergewehr SuperSoldat

➤ Hammergewehr SuperSoldat

Special ability: Can charge forward and tackle the player.

SuperSoldaten are among the tougher enemies you face early in the Campaign. They're quite deadly, armed with a Lasergewehr in each hand. SuperSoldaten also have a charge attack: they use rockets in their backpacks to rush toward you; if they hit you, they deal damage. Later in the Campaign, you encounter SuperSoldaten armed with Dieselgewehr and Hammergewehr weapons. All SuperSoldaten are heavily armored.

Given the heavy armor, a single hatchet doesn't cut it. You can defeat SuperSoldaten with melee attacks, but it takes a lot of hits. If you're up close, hack away. Each hit momentarily stuns the SuperSoldat, so you can continue to pound on him until he's defeated. However, you usually don't want to get that close to one of these enemies. In most cases, your best bet is to use either the Dieselkraftwerk or the Laserkraftwerk. In fact, consider saving ammo for these weapons specifically so you can use them against SuperSoldaten. If you've got the Dieselkraftwerk, fire three rounds and detonate them simultaneously for a quick kill. The Schockhammer also works well against SuperSoldaten at close range.

STATS

TYPE	WEAPON	HEALTH	ARMOR	VARIANTS
Dieselgewehr	Dieselgewehr x2	400	Heavy	—
Lasergewehr	Lasergewehr x2	400	Heavy	—
Hammergewehr	Hammergewehr x2	400	Heavy	—

ÜBERSOLDAT

➤ ÜberSoldat with Hand Lasers

Special ability: Can leap to and fire from walls.

ÜberSoldaten are robotic enemies armed with Hand Lasers. Some also come equipped with Chest Cannons or Diesel Grenades. While these weapons are dangerous, the real threat is the speed at which the ÜberSoldaten move. As you open fire, they execute rapid evasive maneuvers, making them difficult to hit.

Though they're fast, ÜberSoldaten are not heavily armored. When engaging them, a good tactic is to withdraw to a doorway and take cover. As they pursue you through the doorway, use a hatchet to take them out—it only takes one hit. The Schockhammer also works well if you can lure them in close where they don't move so quickly. Also consider upgrading your grenades to Electric Grenades, which momentarily stun ÜberSoldaten upon detonation. This lets you get in some hits while the enemy is motionless.

STATS

TYPE	WEAPON	HEALTH	ARMOR	VARIANTS
Standard	Hand Lasers	95	Medium	—

DRONE

➤ Drone with Laser

Special ability: —

The Nazis use robotic Drones to patrol certain areas. These lightly armored enemies are equipped with Laser Cannons and home in on their targets.

When dealing with a Drone, seek cover to avoid taking damage from its laser, then open fire when you get the chance. Drones move around quite a bit, so use automatic fire to land enough hits to destroy these pesky foes. Or stun them first with upgraded Electric Grenades.

STATS

TYPE	WEAPON	HEALTH	ARMOR	VARIANTS
Standard	Laser Cannon	60	Light	—

KAMPFHUND

➤ Kampfhund with Armor

Special ability: Can grapple the player.

The Nazis have genetically bred and trained dogs as weapons. Some are armored; others aren't. You often find Kampfhund near Kommandants. They don't need to see you to detect you; they can track you by smell and come after you even if you're behind cover. Kampfhund have speed on their side, and they make sneaking up on Kommandants difficult.

Since Kommandants are priority targets, consider luring the Kampfhund away. Once they detect you, move behind cover. A silenced Pistole works well to quietly take them out so you can then go after the Kommandant without raising the alarm. A hatchet also works, but if they're close enough for a melee attack, they're probably biting your leg already.

Note that if you have the Constrictor Harness, you can kill a Kampfhund when prone by moving in close and pressing the Melee button.

STATS

TYPE	WEAPON	HEALTH	ARMOR	VARIANTS
Standard	Bite, Pounce	50	—	—
Armored	Bite, Pounce	50	Light	—

LASERHUND

➤ Laserhund

Special ability: Can pounce the player.

These large robotic dogs are fast, and their charge attack knocks you down. Their Laser Cannons fire powerful blasts.

When you see a Laserhund, get a heavy weapon ready and take it down before it can reach you. To give yourself a bit of extra time to work with, stun it with an upgraded Electric Grenade. If it takes you down instead, hack at it with your hatchet.

STATS

TYPE	WEAPON	HEALTH	ARMOR	VARIANTS
Standard	Laser Cannon	325	Medium	—

PANZERHUND

➤ Panzerhund

Special ability: —

The Panzerhund is basically a walking tank. It's heavily armored, slow-moving, and has a Flamethrower in its mouth. If a Panzerhund starts advancing on you, get out of the way before it sends a wave of fire in your direction.

Given its slow movements, you can outrun a Panzerhund. However, these enemies often guard spots you need to get through. If you're able, bypass them entirely; they're too big to fit through small doorways. If you have to take one out, note that they do have a weak spot: the Flamethrower's fuel tank is on the underbelly between the front and rear legs. Flank the Panzerhund and hit it from the side with your Dieselkraftwerk or Laserkraftwerk, aiming for that spot.

STATS

TYPE	WEAPON	HEALTH	ARMOR	VARIANTS
Standard	Flamethrower	1,600	Heavy	—

ZITADELLE

➤ Zitadelle

Special ability: Can fire over cover.

The Zitadelle is a large walking mech with a Flamethrower on one arm and an Artillery Cannon on the other. It fires artillery rounds at long range and uses the Flamethrower at close range. The Zitadelle is heavily armored and can take a great amount of damage.

Since these enemies are tough to kill, bypass them if possible. They're slow-moving, so you can easily outrun them. If you come across one patrolling an area, stay out of sight and sneak past from behind to avoid detection.

If you're forced to engage, note that all four limbs are weak spots. Destroy two of them to destroy the Zitadelle. For best results, start by targeting whichever arm poses the biggest immediate threat—the Flamethrower arm if you're up close, the Artillery Cannon arm if you're farther away. Once the first arm is dealt with, destroying a second limb—the other arm or either leg, it doesn't matter which—causes the Zitadelle to explode.

STATS

TYPE	WEAPON	HEALTH	ARMOR	VARIANTS
Standard	Flamethrower, Artillery Cannon	3,000	Extreme	—

ZERSTÖRER

➤ Zerstörer with Rocket Pack

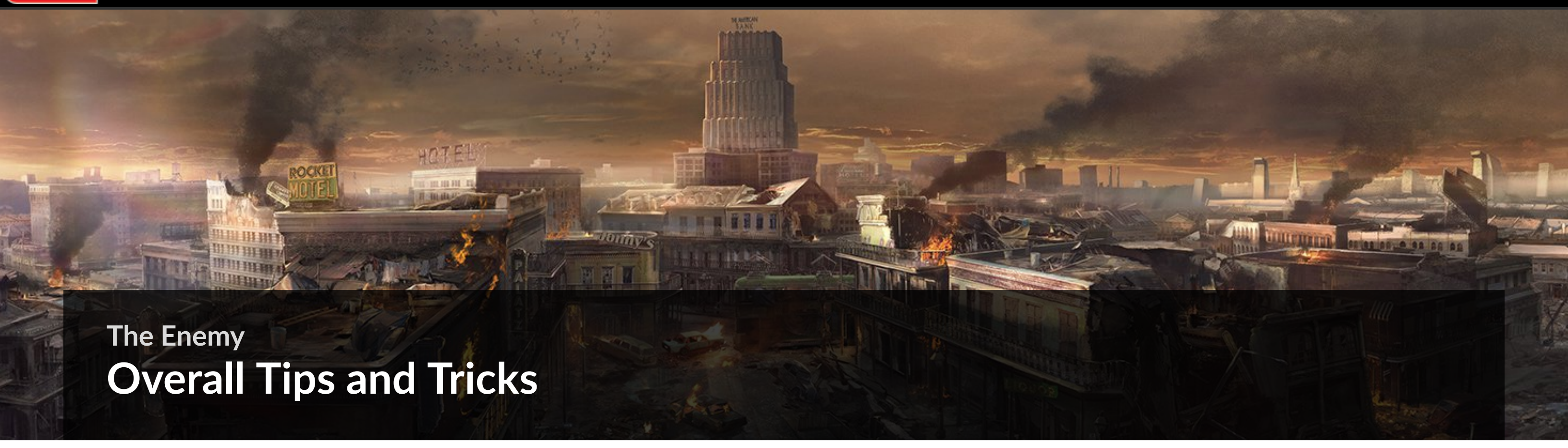
Special ability: Can charge forward and tackle the player.

The Zerstörer is a powerful, deadly enemy. It can perform a charge attack with its rocket pack, flying from a distance to your location. It's also armed with two Übergewehr. These cannons combine diesel with lasers, which means they inflict a lot of damage.

When you see a Zerstörer, take cover fast. Use your heavy weapon, either the Dieselkraftwerk or the Laserkraftwerk, to bring this one down. Aim for the Zerstörer's fuel tank; destroying it deals a huge chunk of damage. The Zerstörer is your priority target whenever you see one, due simply to the fact that you must dispatch it as fast as you can, before it kills you first.

STATS

TYPE	WEAPON	HEALTH	ARMOR	VARIANTS
Standard	Übergewehr x2	2,000	Extreme	—



The Enemy

Overall Tips and Tricks

Some enemies fall into groups where similar tactics are effective across the board. The following tips come straight from the experts; use them as general guidelines for dealing with certain enemy types, and build your strategies around them accordingly.

ROBOTIC ENEMIES

BATTERY-POWERED

- Drone
- ÜberSoldat
- Laserhund

Temporarily stun these foes with Handgranate plus the Electric Upgrade.

LASER DAMAGE

All robotic enemies are sensitive to damage from laser weapons.

DIESEL-POWERED

- SuperSoldat
- Panzerhund
- Zitadelle
- Zerstörer

These foes have fuel lines that can be cut, which leaves a trail of fuel on the ground. Shoot the fuel trail, or hit it with a hatchet, to set it on fire. The fire follows the fuel trail to the enemy and causes an explosion, dealing a good chunk of damage.

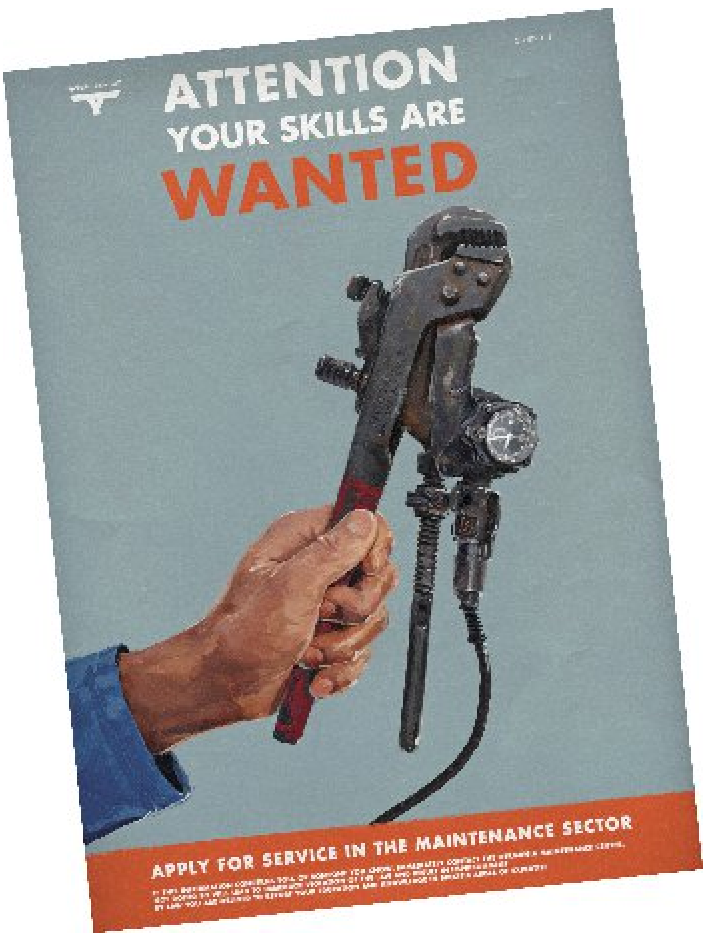
ARMOR PLATING

Some heavily armored enemies pose an extra challenge because of their high amounts of health. In these cases, try targeting the armor plates. Attack a plate until it falls off, then target the sensitive surface beneath to deal damage. Note that the Laserkraftwerk and Lasergewehr are capable of disintegrating armor plates.

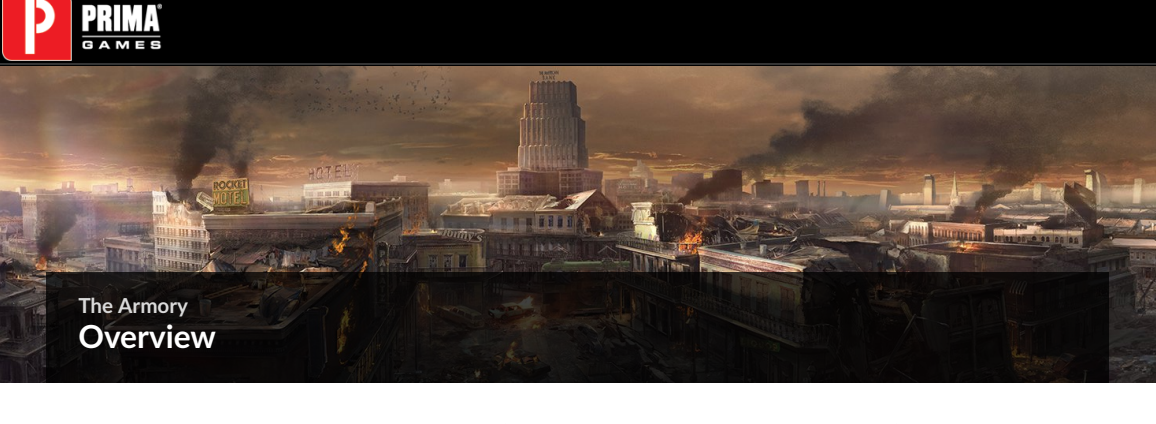
BODY PARTS

Head: If an enemy has a head, the head is a weaker spot.

Arms: If an enemy has arms, shoot them off. Destroy both arms to destroy the enemy.


ATTENTION
YOUR SKILLS ARE
WANTED
APPLY FOR SERVICE IN THE MAINTENANCE SECTOR

PRIMA GAMES



The Armory

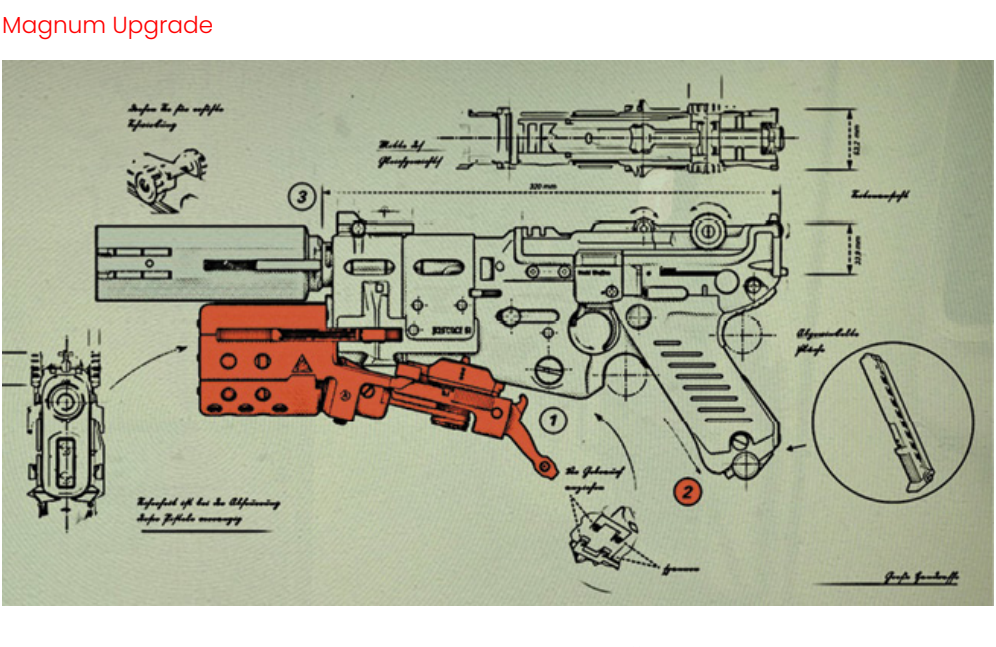
Overview

You start the game with no weapon. Equipping yourself properly is an immediate priority, and remains so for the game's duration. As you progress, you gain access to new and more powerful weapons, each suited to certain purposes and situations. The key to victory is knowing which weapon to use for which situation. Upgrades further enhance the power and efficiency of many weapons throughout your mission.

PISTOLE

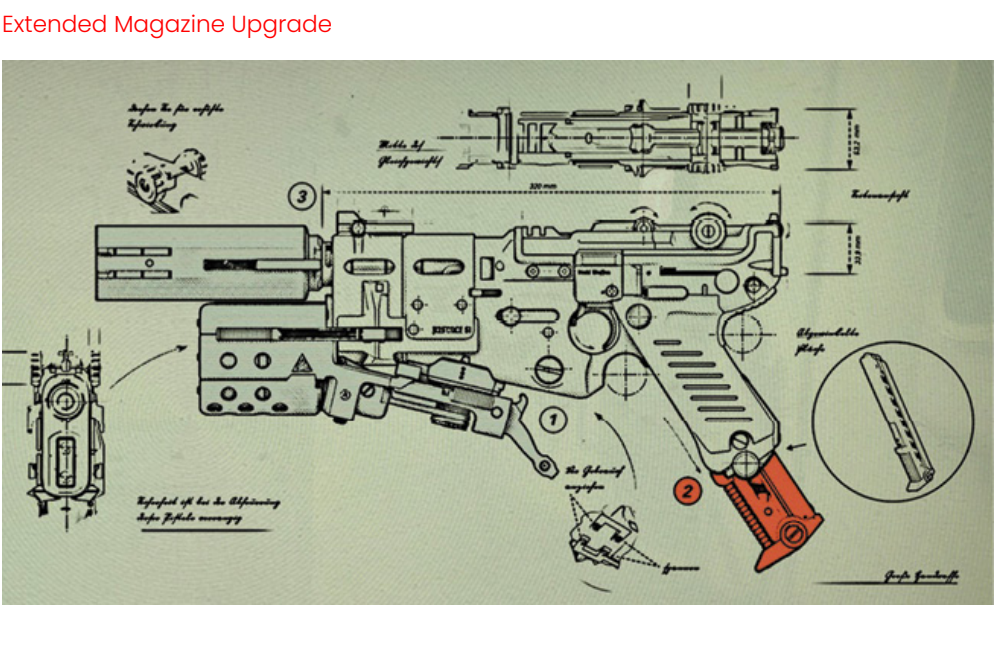
A standard-issue sidearm frequently used by Nazi Kommandants. It's useful when engaging lightly armored enemies at close ranges.

Magnum Upgrade



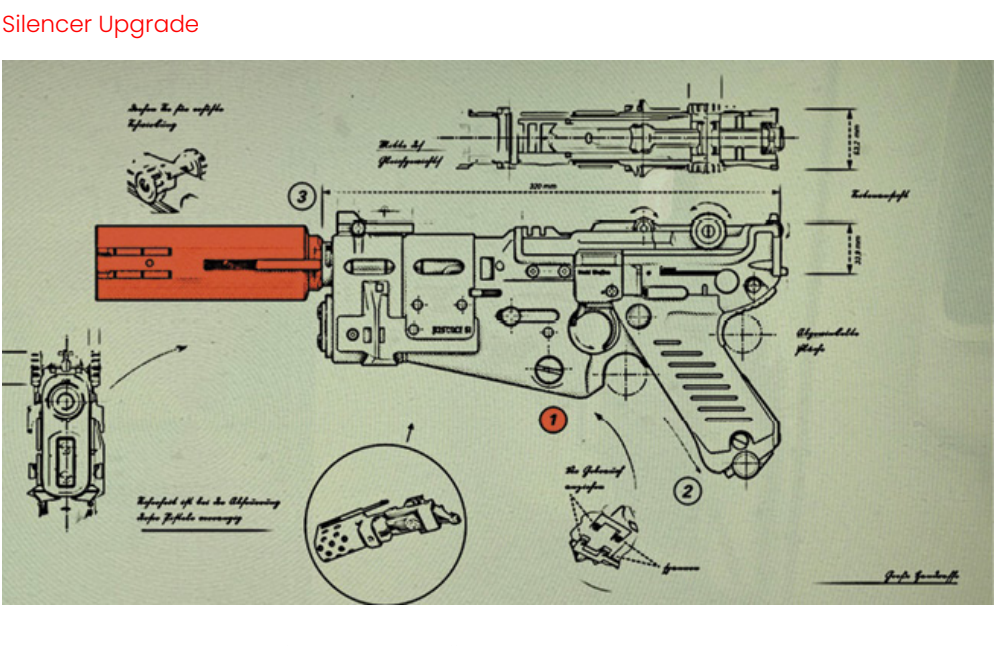
Higher damage output, increased recoil. Louder. This upgrade can be turned on/off at any time.

Extended Magazine Upgrade



Doubles the handgun magazine capacity.

Silencer Upgrade



A handgun equipped with a Silencer fires silently. Highly efficient when sneaking through hostile areas.

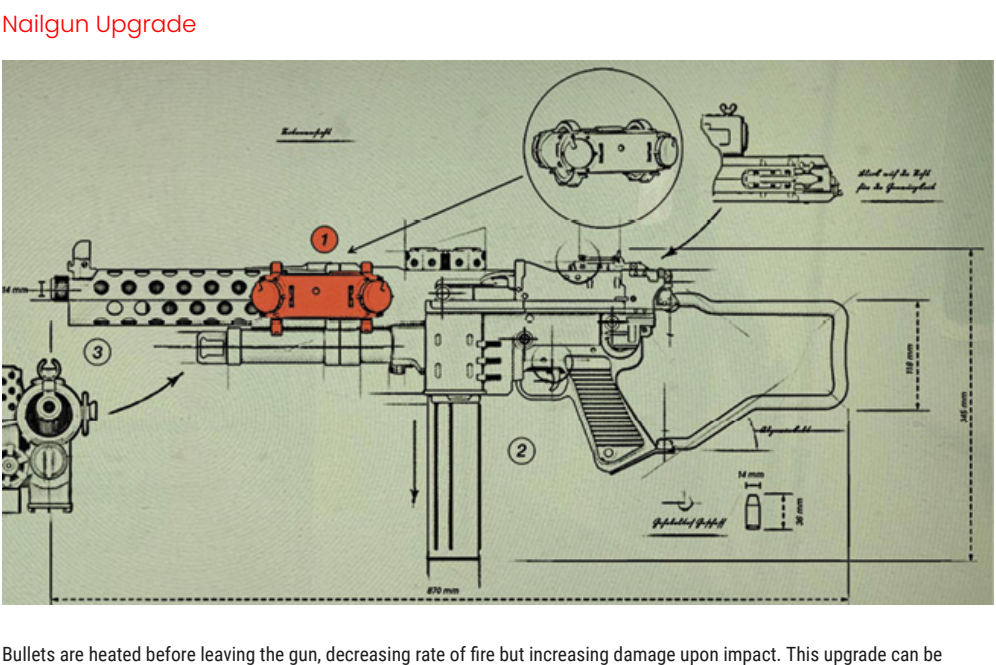
Notes

You pick up your first Pistole during your initial visit to the *Ausmerzer.* The Pistole fires a single shot with each pull of the trigger. It's good for headshots, especially from behind. Spend one of your first upgrades on the Silencer to gain a silent ranged attack. You can kill a Kommandant or a light Soldier with a single shot to the head. Heavier Soldiers require a couple of hits. A silenced Pistole is a must for stealth tactics, especially when hunting Kommandants to eliminate them before they can sound the alarm.

MACHINENPISTOLE

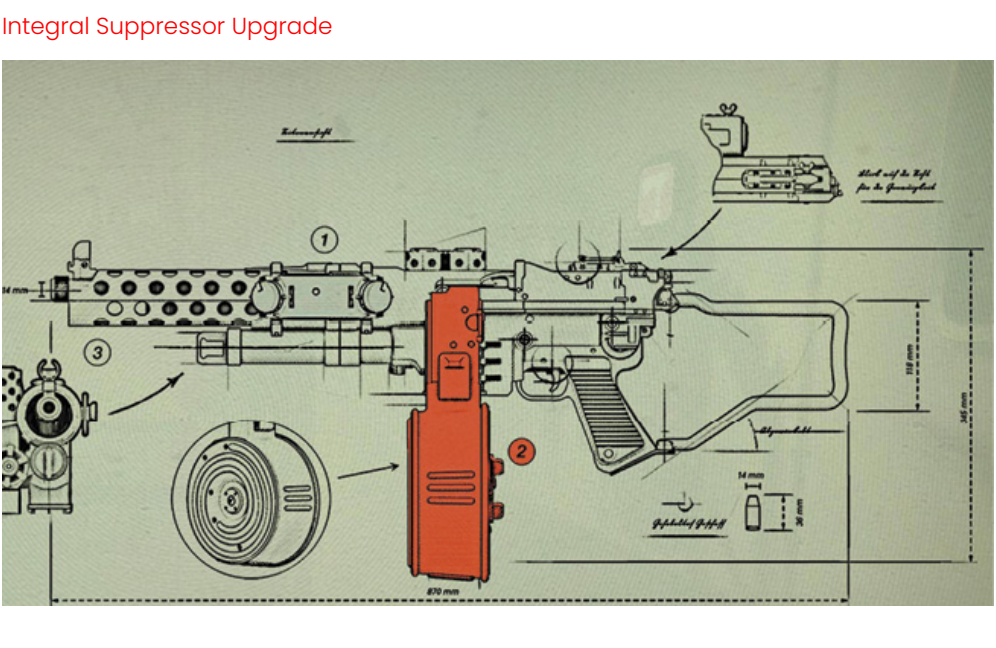
A standard-issue submachine gun used by the regular Nazi Soldier. Its high rate of fire makes it useful for taking on multiple enemies at close range.

Nailgun Upgrade



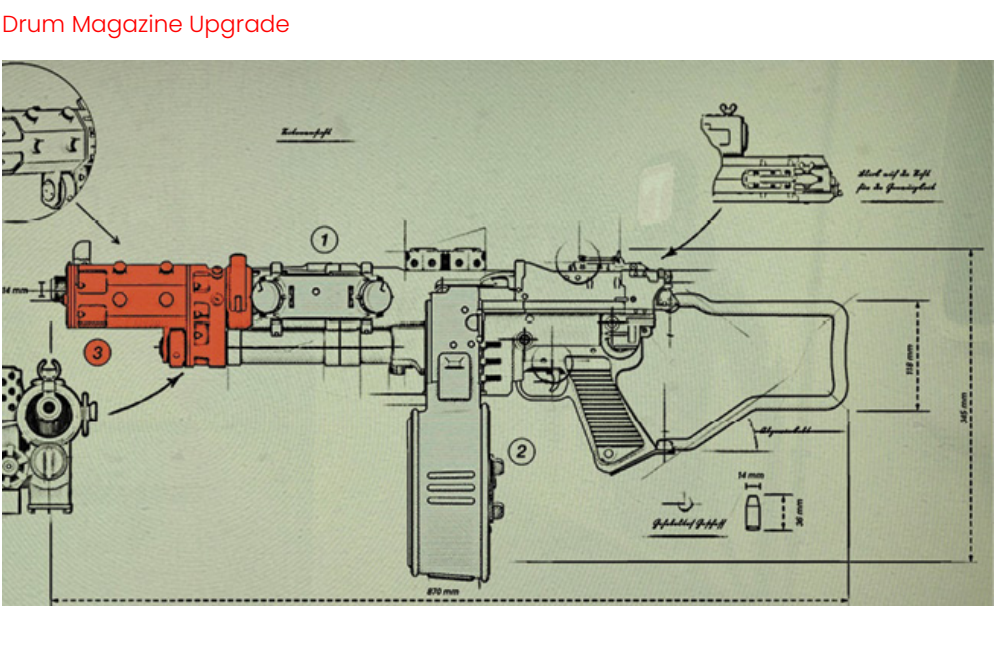
Bullets are heated before leaving the gun, decreasing rate of fire but increasing damage upon impact. This upgrade can be turned on/off at any time.

Integral Suppressor Upgrade



A Machinenpistole equipped with the Integral Suppressor fires silently. Highly efficient when sneaking through hostile areas.

Drum Magazine Upgrade



Doubles the Machinenpistole magazine capacity.

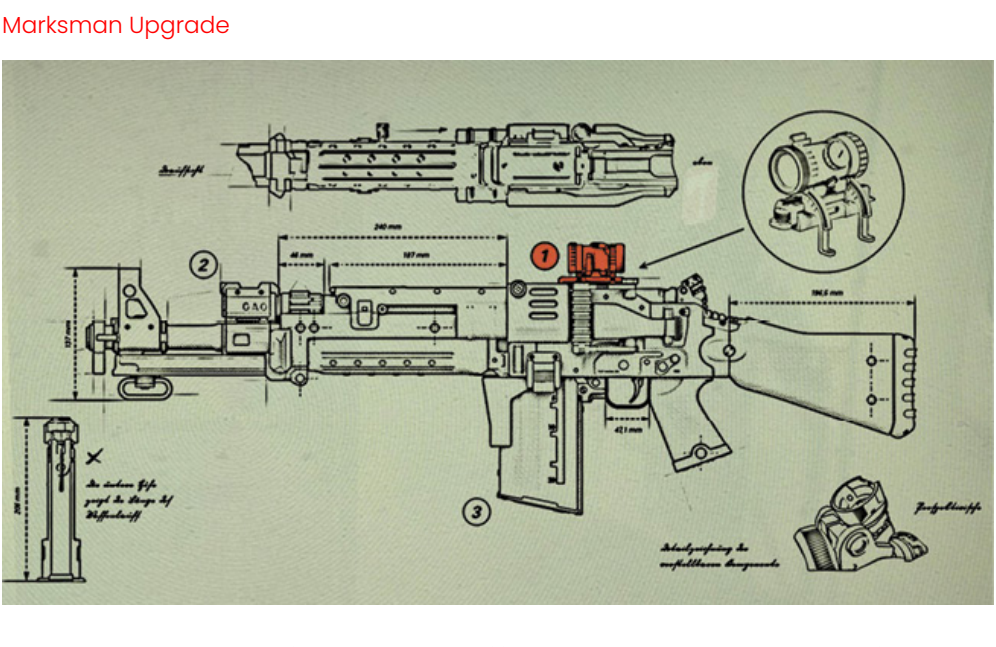
Notes

This high-rate-of-fire submachine gun uses Pistole-caliber ammo. While not as powerful as the Sturmgewehr, it's great for attacking unarmored and lightly armored enemies. Equip the Integral Suppressor Upgrade for stealth tactics. Combine the Integral Suppressor and Nailgun Upgrades to take on heavier enemies silently. Add the Drum Magazine to fire longer without having to reload.

STURMGEWEHR

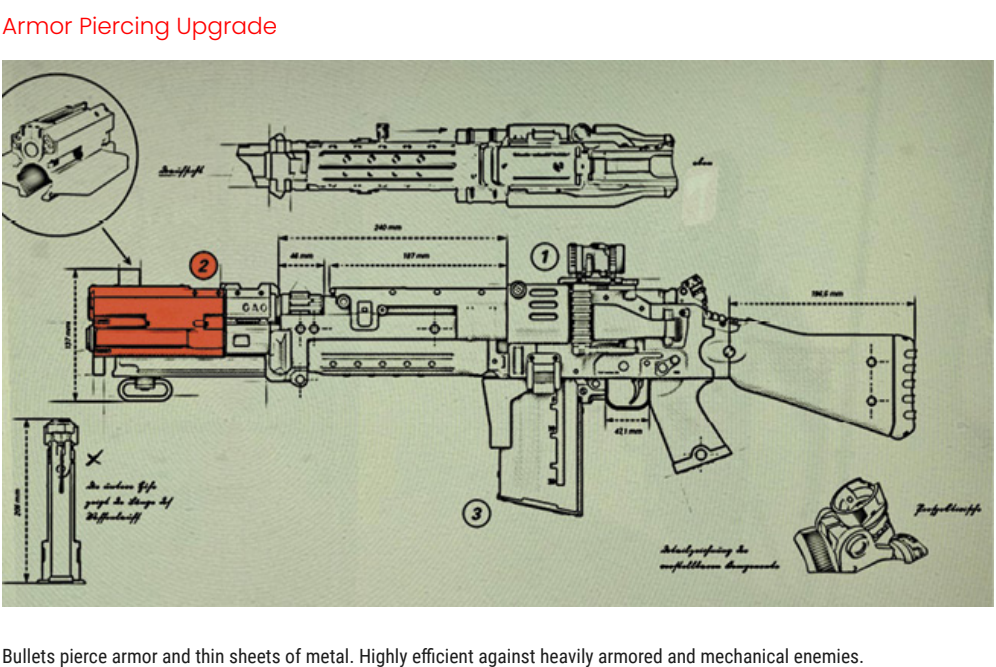
A high-caliber automatic rifle used by Nazi Elite Soldiers. Useful when taking on enemies at medium to long ranges.

Marksman Upgrade



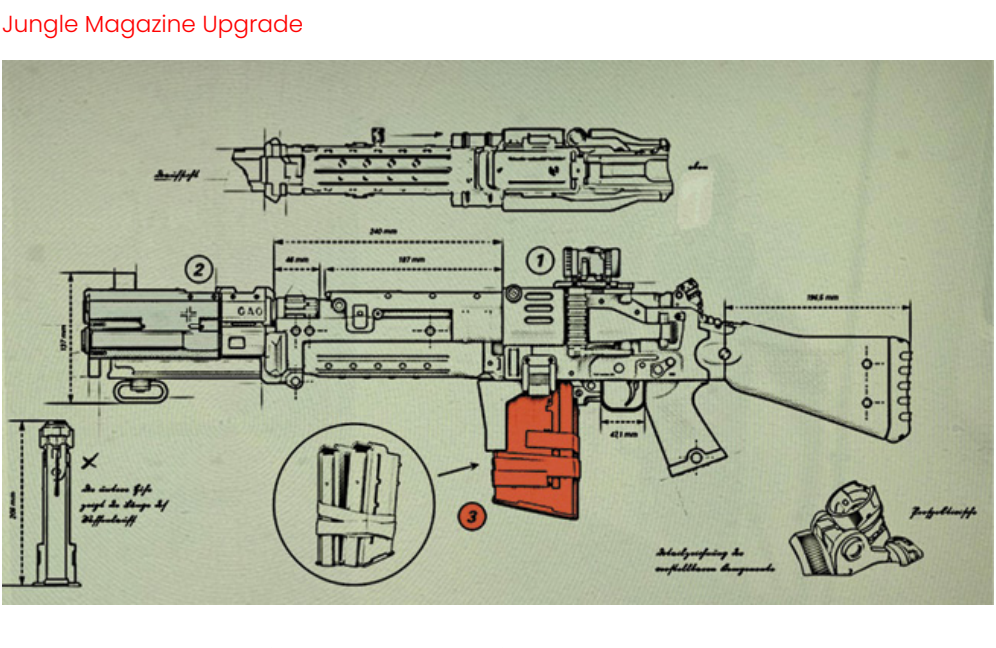
Increases accuracy and damage, but fires single-shot instead of fully automatic. This upgrade can be turned on/off at any time.

Armor Piercing Upgrade



Bullets pierce armor and thin sheets of metal. Highly efficient against heavily armored and mechanical enemies.

Jungle Magazine Upgrade



Double magazines taped together for a quick swap between the first two magazines instead of reloading.

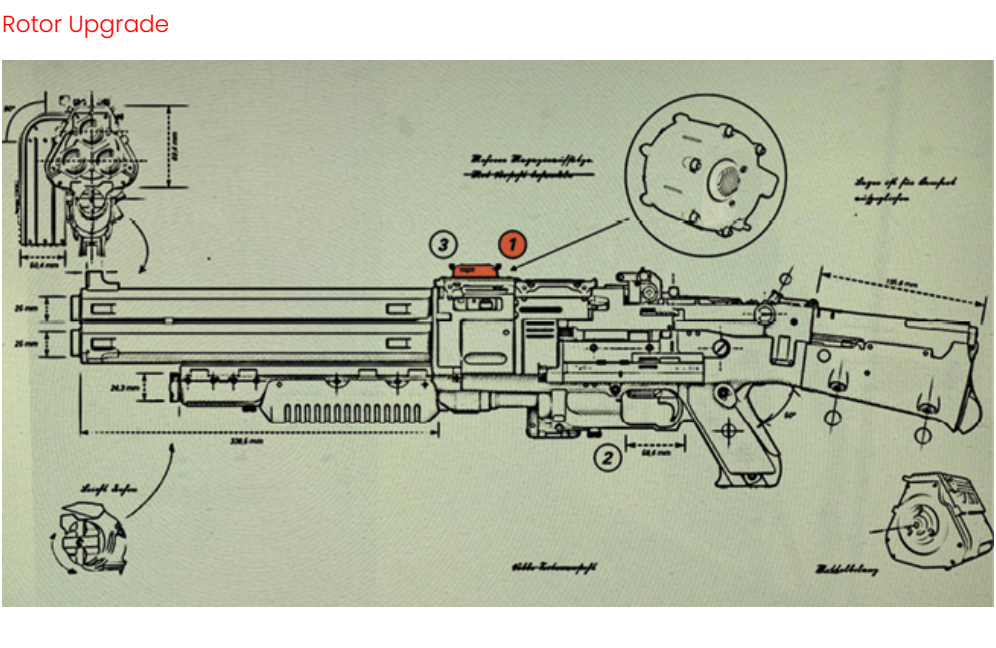
Notes

You encounter this assault rifle carried by heavier enemies as you advance further into the game. Its larger round inflicts increased damage. The trade-off is a slower rate of fire and a smaller magazine. After the first few missions, the increasing number of heavily armored foes you face means the Sturmgewehr becomes your primary weapon of choice. Add the Marksman Upgrade to make the weapon into a sniper rifle—great for long-range shots. Since the Sturmgewehr is single-shot, aim for the head and clear out enemies from a distance. The Armor Piercing Upgrade is a must, allowing you to eliminate targets with fewer shots. The Jungle Magazine Upgrade gives you a quick reload when you empty the first magazine—a nice bonus, but your upgrades are better spent on more advantageous options.

SCHOCKHAMMER

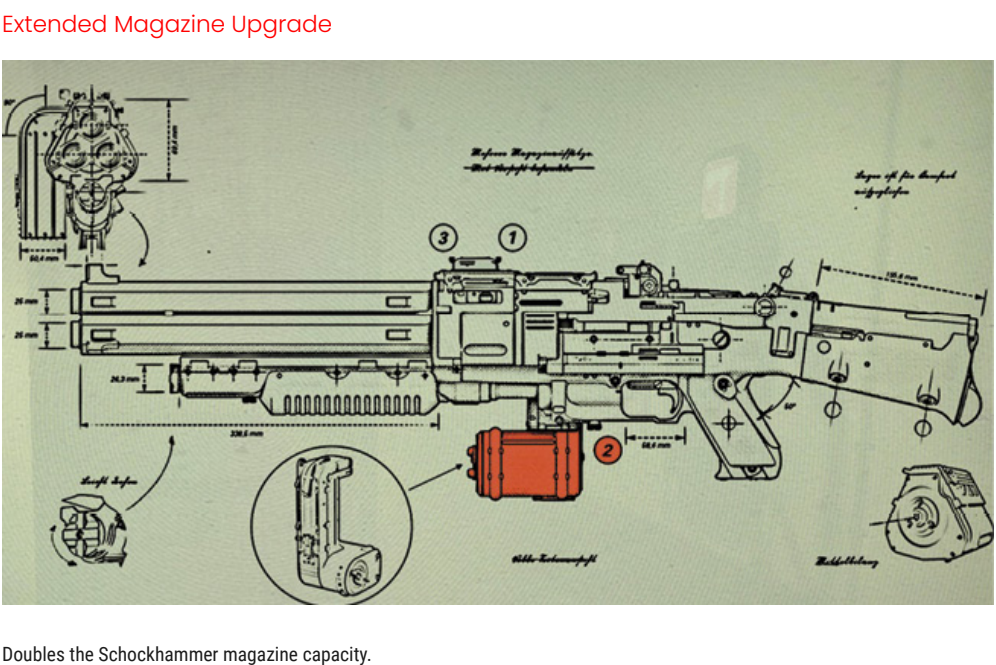
A heavy and extremely powerful triple-barreled fully automatic combat shotgun.

Rotor Upgrade



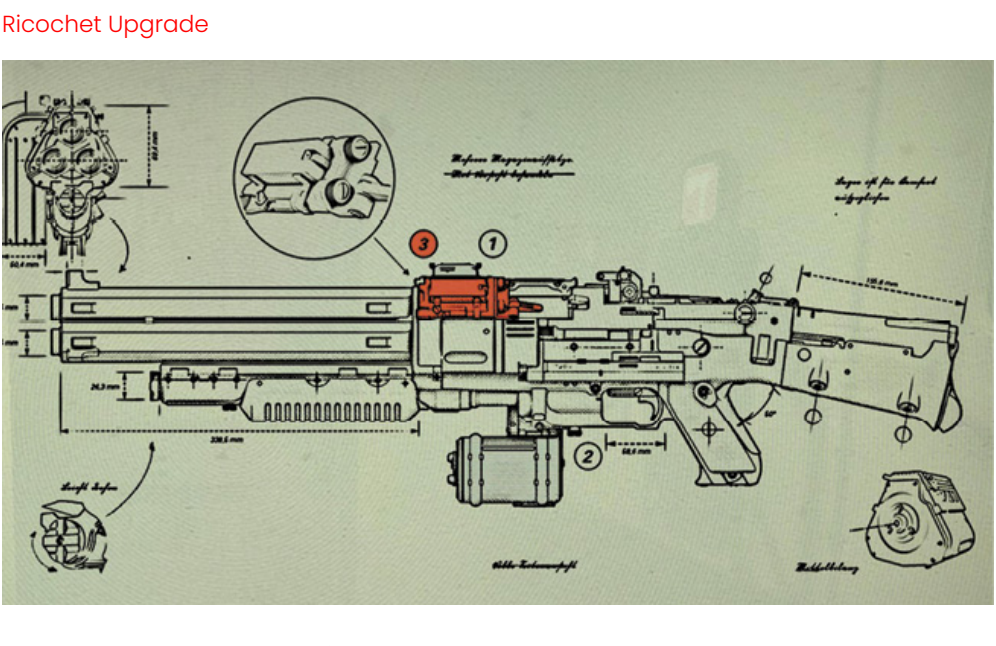
Rapidly loads all three barrels of the Schockhammer, allowing you to fire three shells at once for maximum damage output. This upgrade can be turned on/off at any time.

Extended Magazine Upgrade



Doubles the Schockhammer magazine capacity.

Ricochet Upgrade



Shrapnel ricochets upon hitting a hard surface, causing additional damage to nearby enemies.

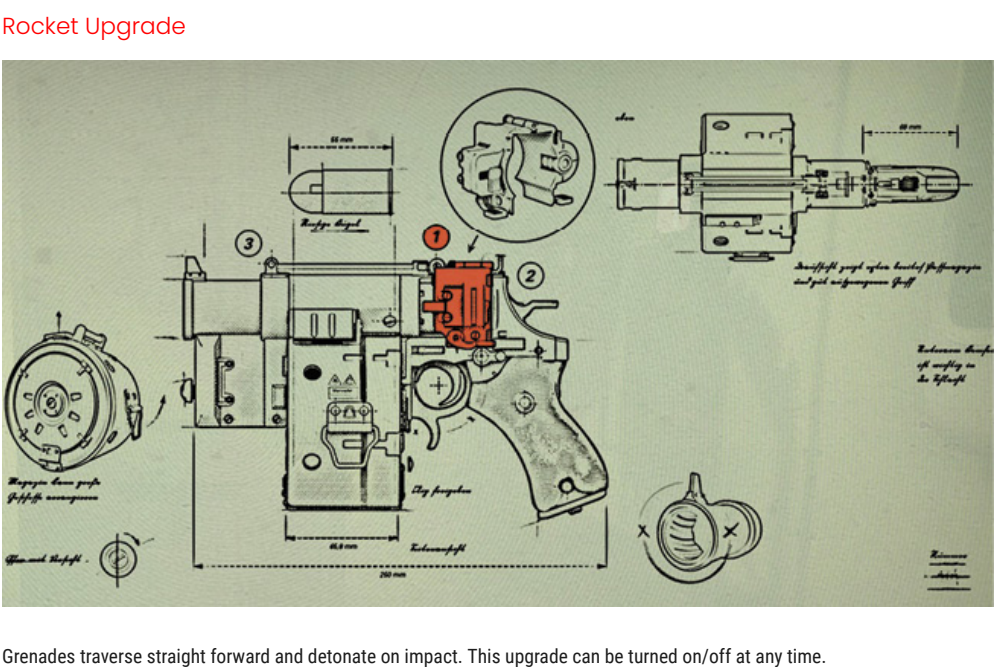
Notes

In narrow confines such as corridors or up close, the Schockhammer is the optimal weapon. Its damage decreases as range increases, so switch to another weapon for longer shots. The Rotor and Ricochet Upgrades make this weapon even more powerful. Try the upgraded version against SuperSoldaten at close range. A successful hit stuns them, preventing them from firing. Keep shooting until they're eliminated. If you use the Schockhammer a lot, the Extended Magazine might be worth your while, but it's not a necessity.

KAMPFPISTOLE

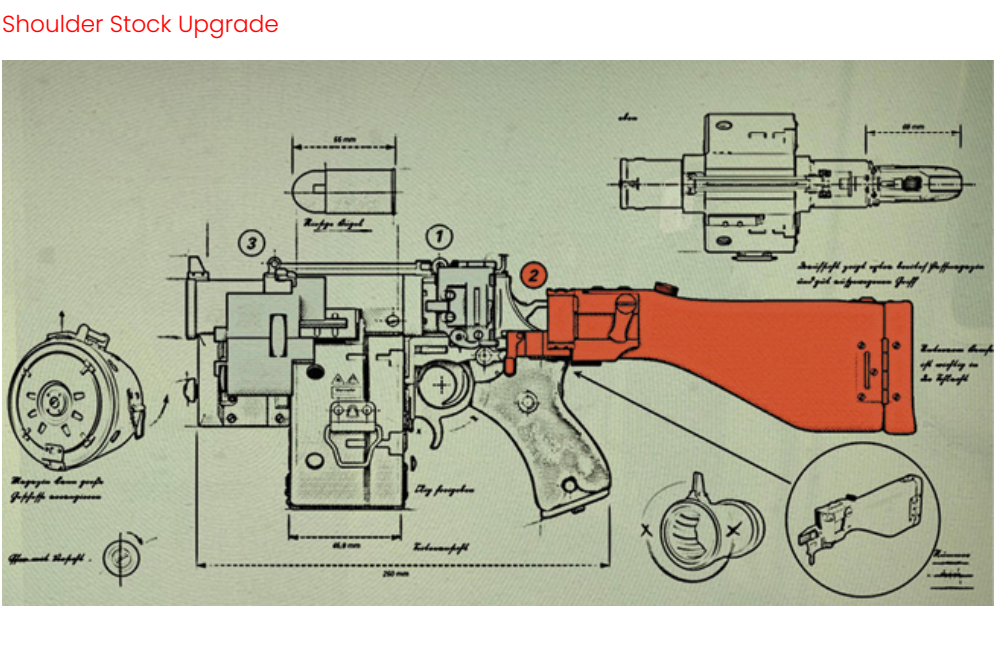
A single-shot handgun that fires high-explosive ammunition, useful for taking out multiple enemies simultaneously.

Rocket Upgrade



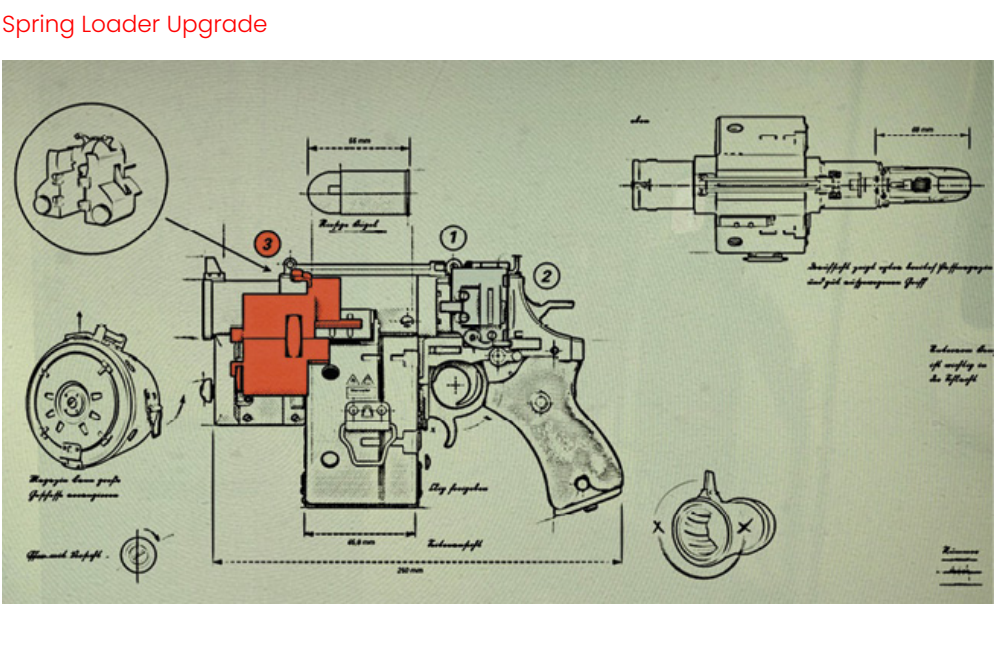
Grenades traverse straight forward and detonate on impact. This upgrade can be turned on/off at any time.

Shoulder Stock Upgrade



Changes gun grip to nearly eliminate recoil.

Spring Loader Upgrade



Hold the trigger to charge up and fire up to three grenades in a rapid sequence.

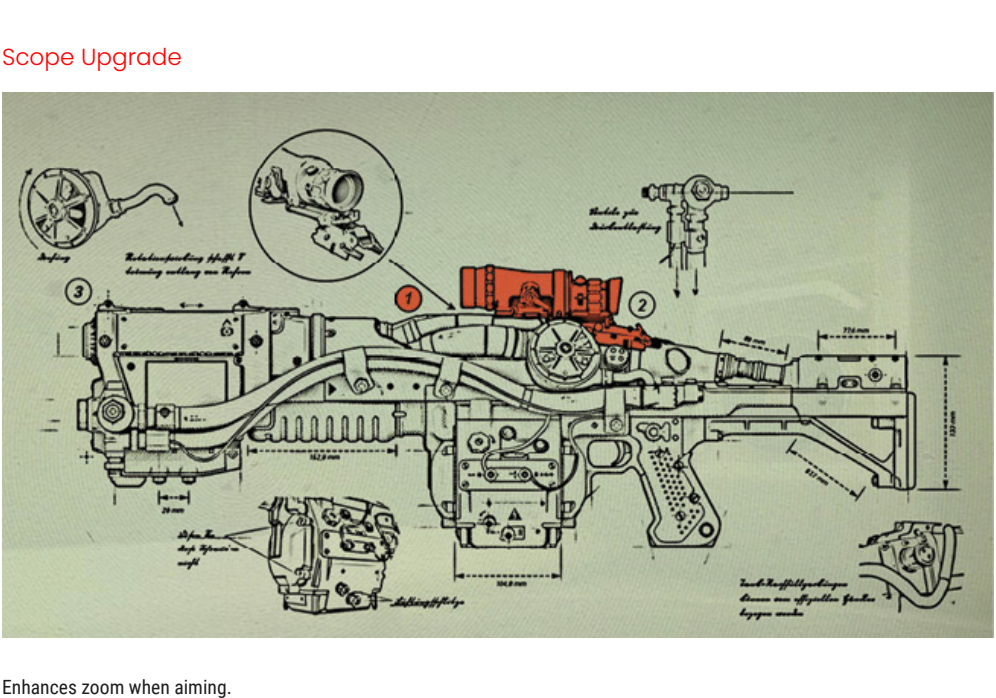
Notes

Think of the Kampfpistole as a mini grenade launcher. The downside is that you can only carry 12 rounds maximum. In normal mode, the Kampfpistole fires a round that bounces along the floor and eventually explodes when it hits a target. Adding the Rocket Upgrade increases accuracy, especially at longer ranges. The Spring Loader makes the weapon effective for taking out SuperSoldaten. Since ammo can be tough to come by, don't expect to use the Kampfpistole very often. For this reason, think carefully before spending upgrades on it. You can do without the Shoulder Stock.

LASERKRAFTWERK

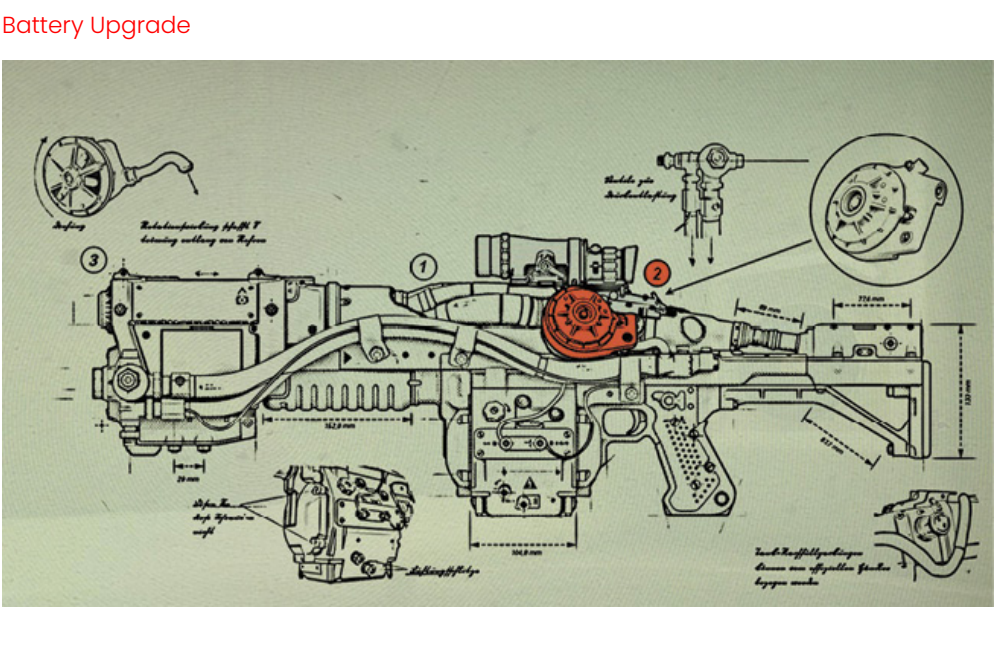
A weapon extremely efficient against heavily armored and mechanized units. Fires high-energy laser beams and has the ability to melt thin sheets of metal.

Scope Upgrade



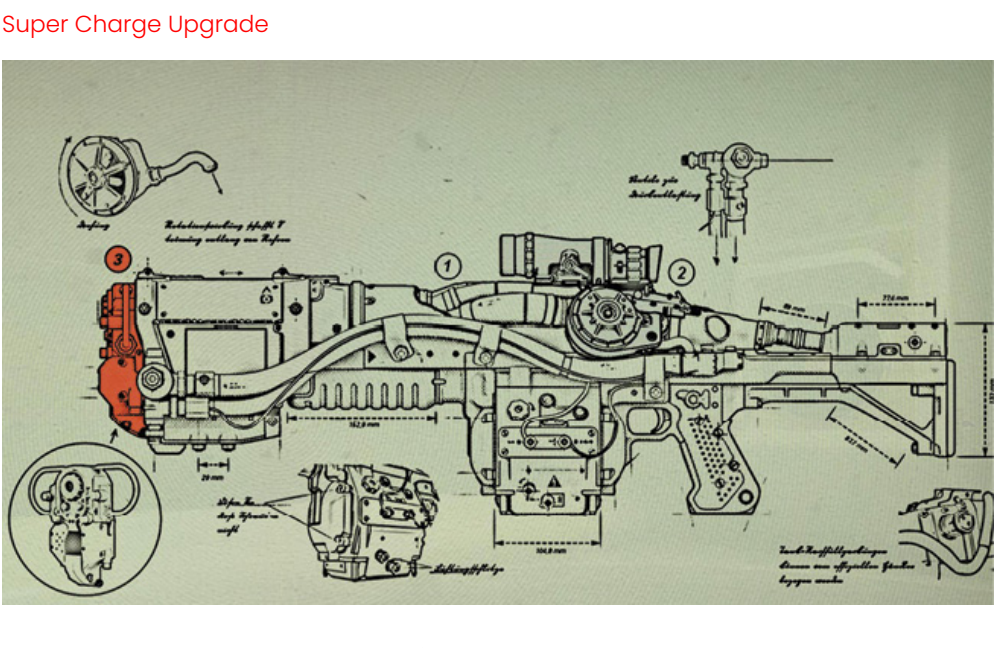
Enhances zoom when aiming.

Battery Upgrade



Doubles battery power capacity.

Super Charge Upgrade



Hold the trigger to charge up and fire extremely powerful laser beams.

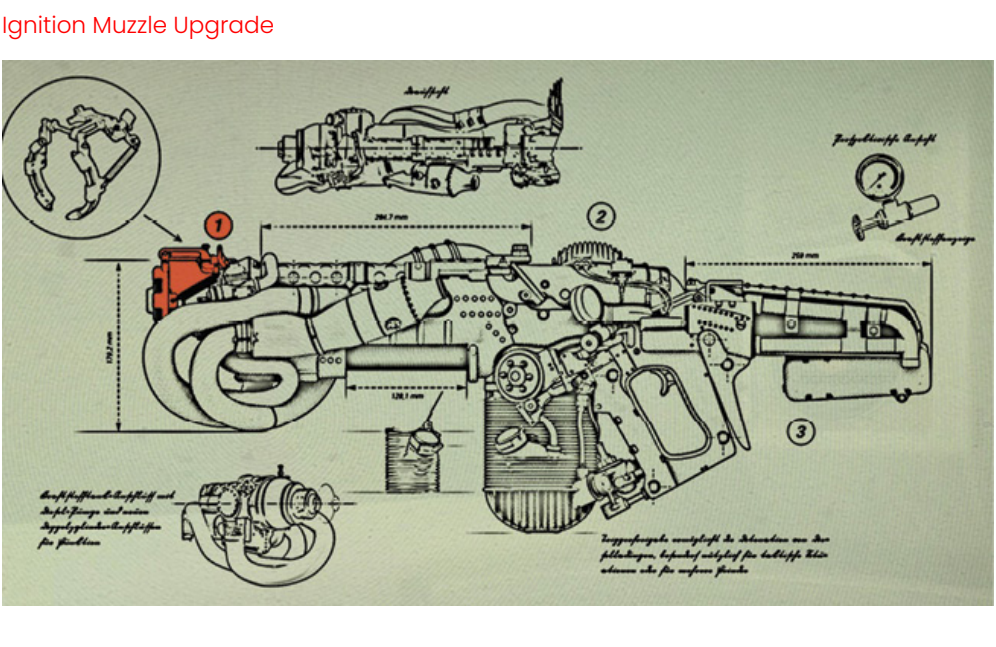
Notes

You get the Laserkraftwerk if you choose to save Fergus at the start of the game. It's a bit tougher to use than the Dieselkraftwerk since you have to fire a beam constantly at a target, which can be difficult if the target is moving. However, it beats the Dieselkraftwerk for long-range fire. Its charge runs out quickly—dangerous in a firefight—so opt first for the Battery Upgrade. If you combine that with the Scope and Super Charge Upgrades, this weapon becomes quite formidable. As you advance through levels, look for charging stations or batteries lying around. Take these opportunities to practice with the Laserkraftwerk, then charge up before continuing. The Laserkraftwerk is best saved for SuperSoldaten and other heavily armored enemies.

DIESELKRAFTWERK

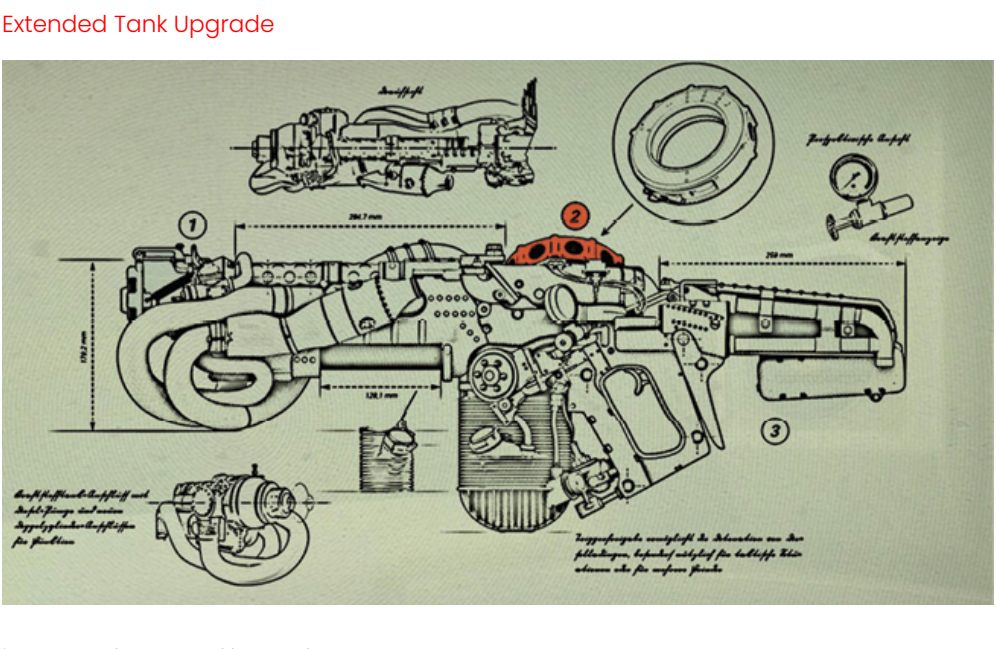
Fires small, sticky canisters filled with Nazi diesel. The canisters stick to walls and enemies and can be detonated remotely. Useful for setting up trap scenarios before initiating a fight, and for breaking open doors and weak walls.

Ignition Muzzle Upgrade



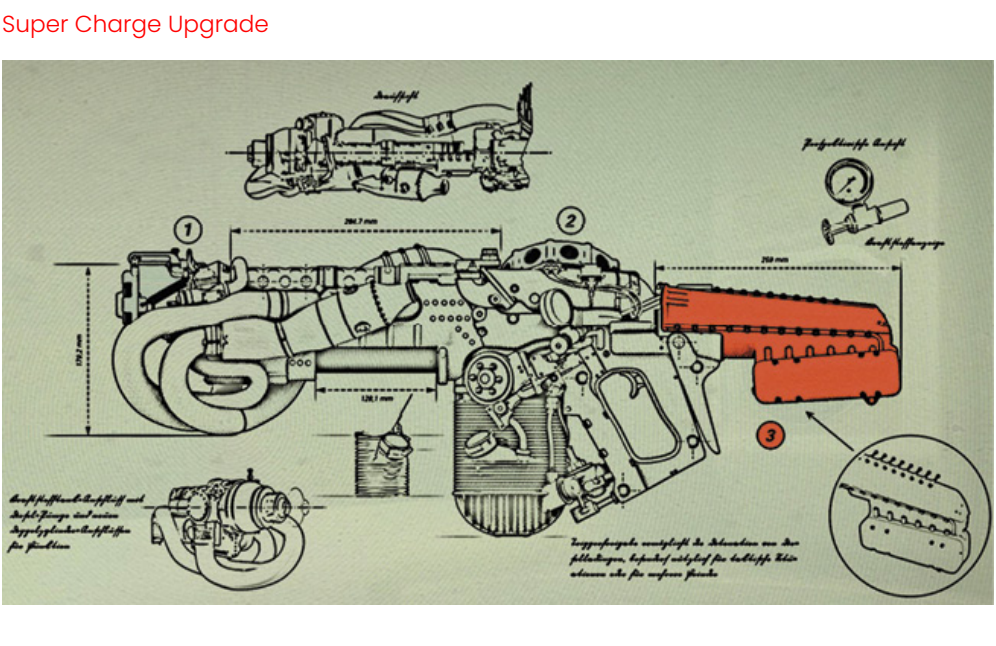
Ignites the diesel immediately upon leaving the gun.

Extended Tank Upgrade



Increases maximum ammunition capacity.

Super Charge Upgrade



Allows you to charge up and fire up to five diesel charges simultaneously.

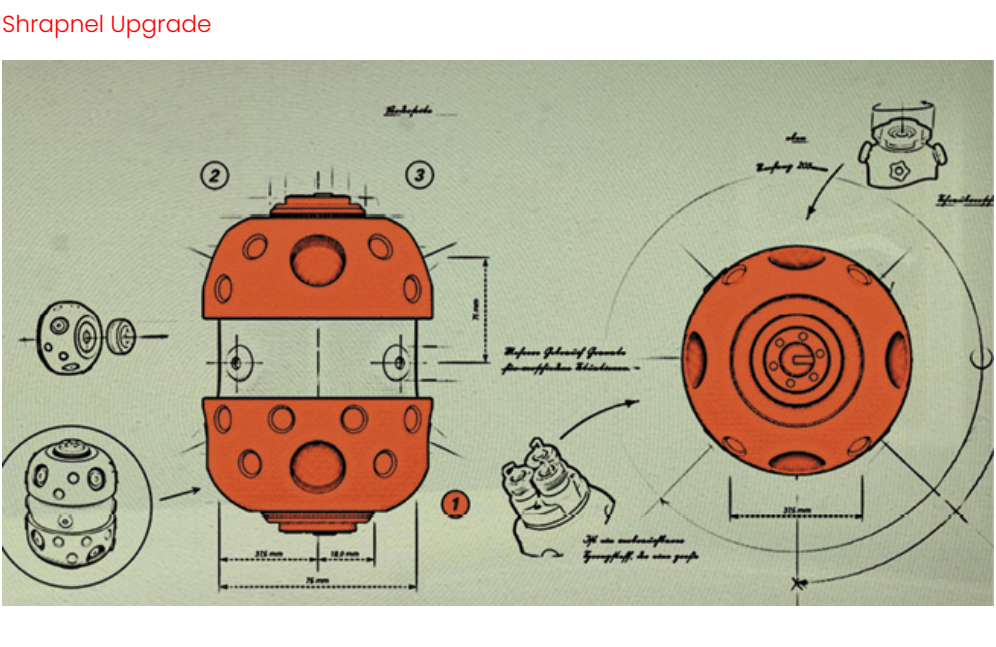
Notes

This is the heavy weapon you get if you save Wyatt at the start of the game. The Dieselkraftwerk's mechanics can be tricky until you get the hang of them. Use the right trigger to fire a round, then the left trigger to detonate. Try firing off several rounds and detonating them all at the same time—a good tactic for dealing with SuperSoldaten. Fire rounds at the floor or a wall to use as mines; detonate them when an enemy walks near. The Extended Tank should be your first upgrade for this weapon. The Ignition Muzzle turns the Dieselkraftwerk into a Flamethrower, useful when attacking groups of enemies. Super Charge may come in handy against the most powerful of enemies, but otherwise it's overkill. Against most enemies, you can fire off five rounds in quick enough succession without this upgrade and get the job done just fine. As you advance through levels, keep an eye out for diesel stations. Take these opportunities to practice with the Dieselkraftwerk, then refuel before continuing.

HANDGRANATE

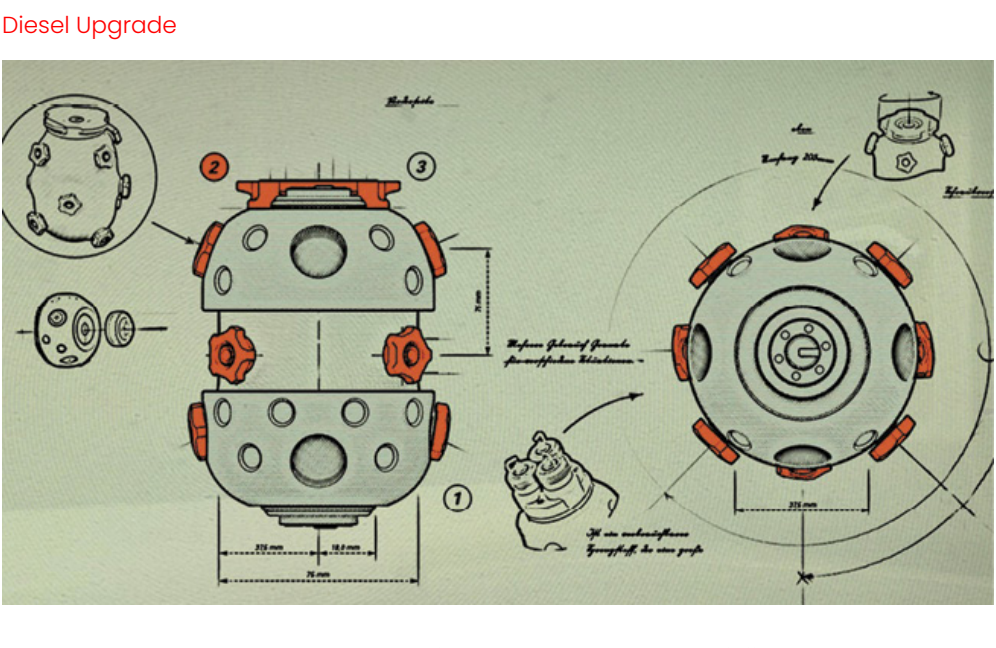
A high-explosive grenade thrown by hand. Detonates after a short time rather than on impact.

Shrapnel Upgrade



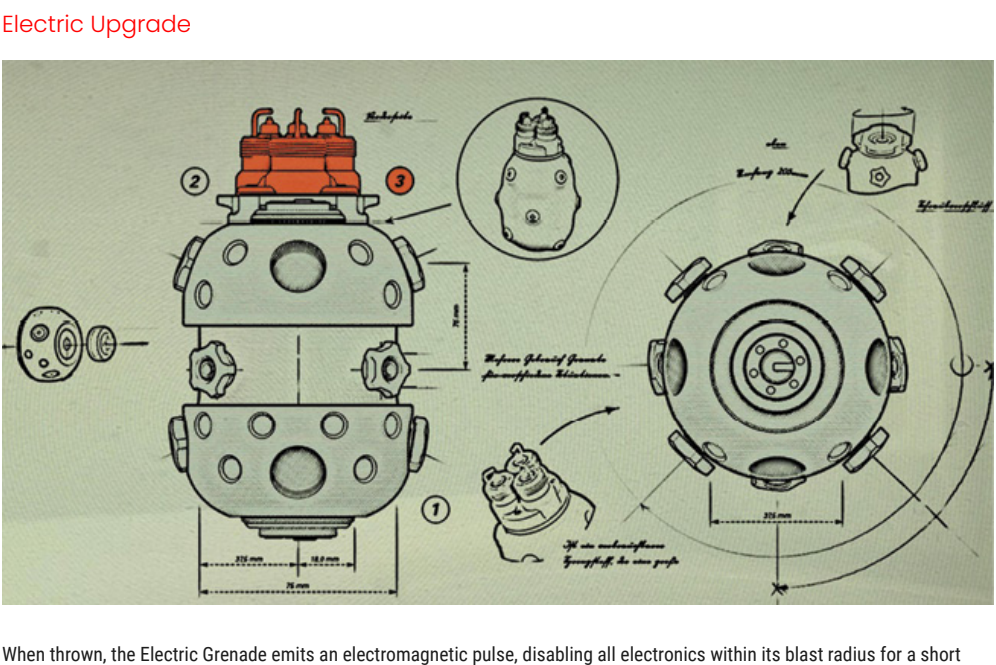
When thrown, the Frag Grenade breaks into high-velocity metal fragments, shredding nearby enemy skin and bones.

Diesel Upgrade



When thrown, the Diesel Grenade ignites a wide radius of fire, burning anyone within its area of effect.

Electric Upgrade



When thrown, the Electric Grenade emits an electromagnetic pulse, disabling all electronics within its blast radius for a short period of time.

Notes

Handgranate are ideal for clearing out groups of enemies. Since foes usually scatter when you throw one, try tossing a Handgranate to break up a massed attack against you. At the start of the game, you can carry three grenades; increase your capacity by earning Perks. Use the Electric Upgrade against ÜberSoldaten and other robotic enemies. It doesn't destroy them, but it stuns then for a while, allowing you to attack without taking fire. The stun effect has the added benefit of keeping ÜberSoldaten in one place, making it easier to hit and destroy them. Both the Shrapnel and Diesel Upgrades increase the damage inflicted by the grenade. Shrapnel damage is instantaneous, while Diesel damage continues over a short time until the flames burn out.

HATCHET

The hatchet can easily become your best friend. It never runs out of ammo and is very deadly. This melee weapon can kill most enemies lighter than a SuperSoldat with a single hit. It's even effective against ÜberSoldaten. To use the hatchet, get in close to an enemy so the reticle changes to a hatchet icon, then attack. Sneak up on an enemy from behind and use the hatchet to perform a takedown. This makes no noise and neutralizes the target before they're able to make a sound or otherwise react. Unless another enemy sees you during the attack, a successful stealth takedown doesn't alert nearby enemies.

Collecting a second and subsequent hatchets allows you to throw them. Bear in mind that you can't throw your last hatchet, only your extras. Thrown hatchets can be recovered from the environment or the corpses of your victims. Don't waste a good weapon by leaving it lying around. A hatchet throw is also a silent attack, so use this tactic to dispatch enemies when you can't get close enough for a stealth takedown.

HEAVY WEAPONS

You can pick up some weapons from turrets or defeated enemies such as SuperSoldaten. These are literally heavy and slow down your movement; you can't sprint while carrying them. When you switch to another weapon, you automatically drop heavy weapons; you can't carry them on your person like you do other weapons. As a general guideline, pick up one of these weapons when you find it, then use it until it runs out of ammo.

Hammergewehr

The Hammergewehr fires shotgun shells in super-rapid succession by utilizing four barrels. Think of this as the ultimate Schockhammer. It chews through enemies like a whole bunch of hot knives through butter. It's basically a heavy machine gun.

Lasergewehr

The Lasergewehr fires a high-energy laser beam that, if focused on one spot, can overheat thin sheets of metal until they melt. It fires its laser beam continuously until it runs out of power. Aim it at heavy enemies and keep firing until the targets are destroyed. You can recharge the Lasergewehr a charging stations.

Dieselgewehr

The Dieselgewehr is a literal Flamethrower. It launches ignited diesel through the air at high velocity. In confined areas, when facing multiple enemies, this weapon is devastating. One hit takes out most enemies, while more heavily armored threats such as SuperSoldaten require more time before their protection is melted through. Refuel the Dieselgewehr at diesel stations.

Übergewehr

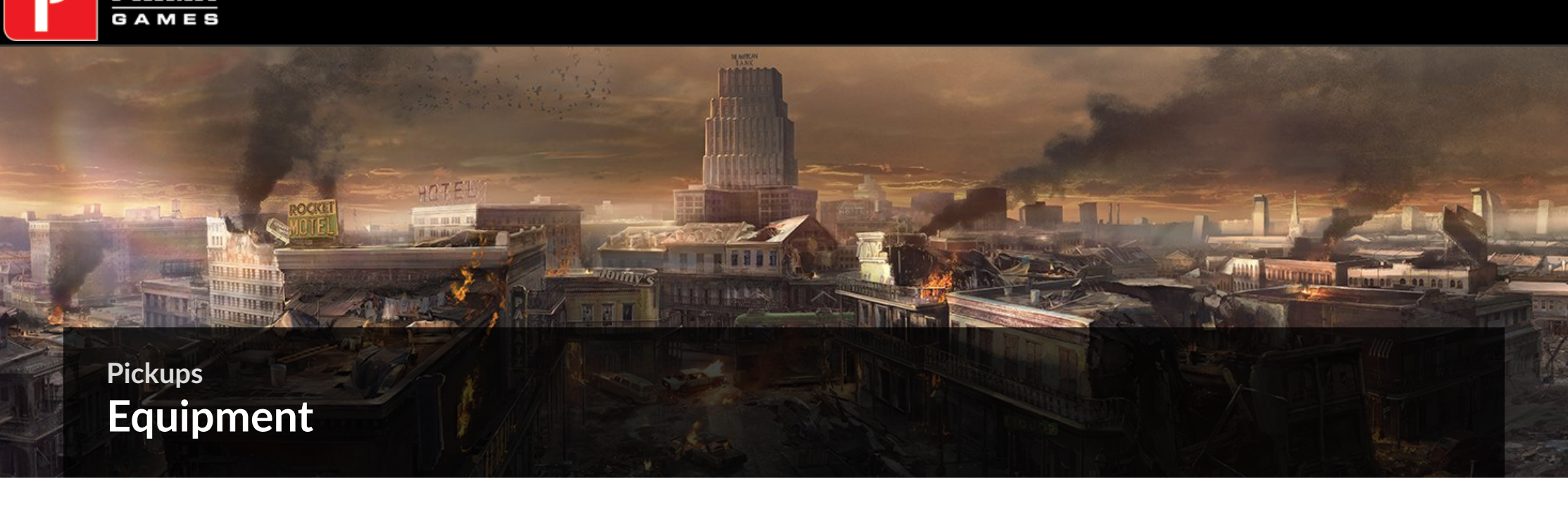
Maximum power! Charge the weapon with diesel and ignite it with a laser to fire the über-shot. This combination of a Lasergewehr and a Dieselgewehr brings together the best of both worlds.

ATTENTION
HAVE YOUR PAPERS IN
ORDER
ALWAYS AND EVERYWHERE
ALWAYS HAVE YOUR HEALTH AND IDENTITY DOCUMENT READY

Pickups

Overview

Pickups are divided into two categories: equipment and Collectibles. Equipment serves a functional purpose in-game, granting positive effects and boosts to your stats. Collectibles, meanwhile, serve to forward the story and fill in pieces of the plot. Hunting these down doesn't keep you alive, but they add to the overall enjoyment of the game.



Pickups

Equipment

HEALTH PICKUPS

Health pickups add HP to your health. If you've taken damage, health pickups refill your health. If you're already at 100% health, grab more of these pickups to increase your health up to twice its normal maximum level. This bonus, called a health overcharge, deflates over time, back to the normal range.

STATS

TYPE	HP
Micro	5
Mini	10
Small	20
Medium	40
Large	100

FIRST-AID KITS

➤ Small

➤Small (Old)

➤ Medium

➤ Large

FOOD

ITEM	HEALTH
Protein Cube	Micro
Bread	Micro
Cheese	Micro
Doughnut	Micro
Pretzel	Micro
Hamburger	Micro
Hot Dog	Micro
Cake	Mini
Chicken	Mini
Soup	Mini
Ribs	Mini
Breakfast	Mini
Steak	Mini
Bacon & Eggs	Mini
Dog Food	Small

ARMOR PICKUPS

Grab armor pickups to boost your defense. Armor partially absorbs damage whenever you come under attack. After taking damage, build your armor reserves back up by picking up more armor.

➤ Soldier Helmet

Defense: 10

➤Elite Helmet

Defense: 15

➤ Light Armor

Defense: 25

➤ Medium Armor

Defense: 50

➤ Heavy Armor

Defense: 100

AMMO PICKUPS

Each ammo pickup corresponds with a certain weapon. Expect to see these stationed more frequently around earlier levels, becoming sparser as you progress through the story. There are plenty of times when the weapon you end up using for a situation is dictated more by what ammo you have available than by what's ideal. Grab all the ammo pickups you come across, plus any ammo dropped by enemies.

PISTOLE AMMO

➤ Small

➤ Medium

SCHOCKHAMMER AMMO

➤ Small

➤ Medium

MACHINENPISTOLE AMMO

➤ Small

➤ Medium

STURMGEWEHR AMMO

➤ Small

➤ Medium

KAMPFPISTOLE AMMO

➤ Small

➤ Medium

HEAVY WEAPON AMMO

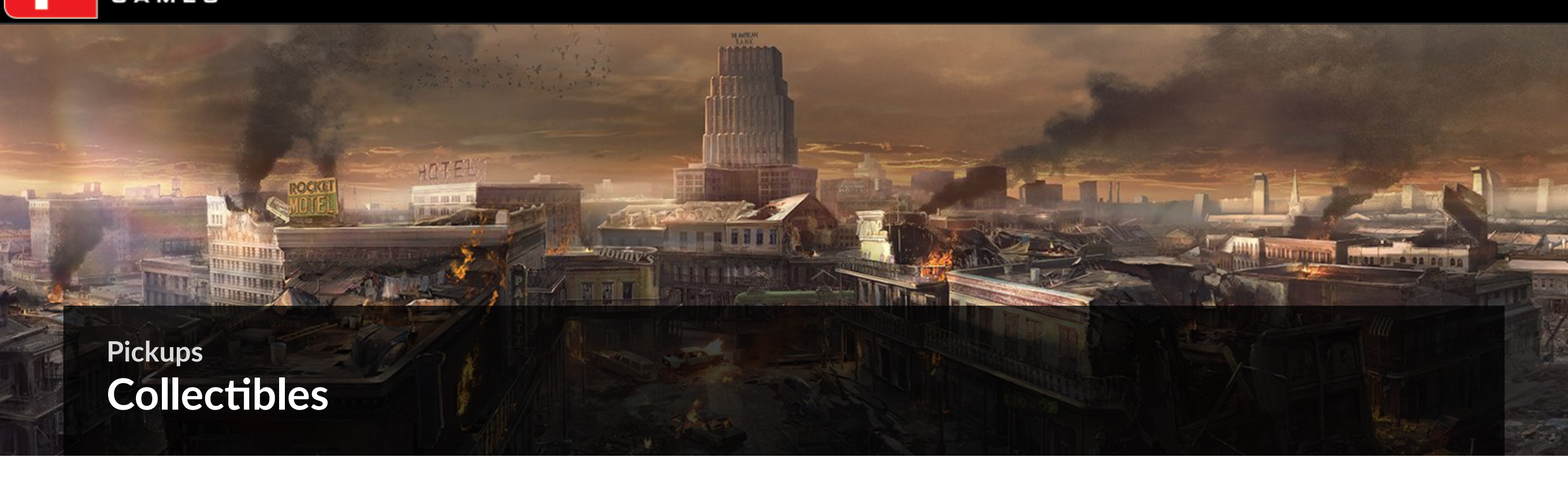
➤ Dieselkraftwerk Fuel Cell

Used to refuel your Dieselkraftwerk. Also be on the lookout for refueling stations positioned throughout your mission, which serve the same purpose.

➤ Laserkraftwerk Battery

Used to recharge your Laserkraftwerk. Also be on the lookout for recharging stations positioned throughout your mission, which serve the same purpose.

HANDGRANATE AMMO



Pickups

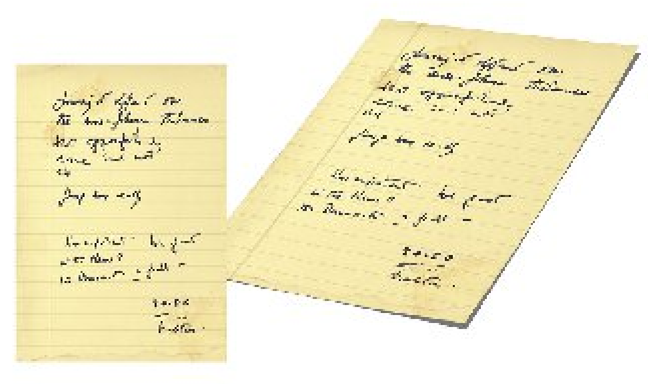
Collectibles

Check out the "Collectibles" section of the **Special** chapter for a full listing of all available Collectibles and their locations, arranged according to Campaign progression.

READABLES

Readables help tell the story of America under Nazi control in the 1960s. Pick them up for glimpses of the conflict from the point of view of both the Resistance and the Nazis. Look for readables in any number of forms: newspapers, letters, notes, postcards, journals, diaries, e-posts, and more. There are 150 readables in the game.

Letter



Note (American)

Newspaper (American)

E-Post

Postcard

Note (German)

Newspaper (German)

Die Käfer
DAS BLAUE U-BOOT

VINYL RECORD

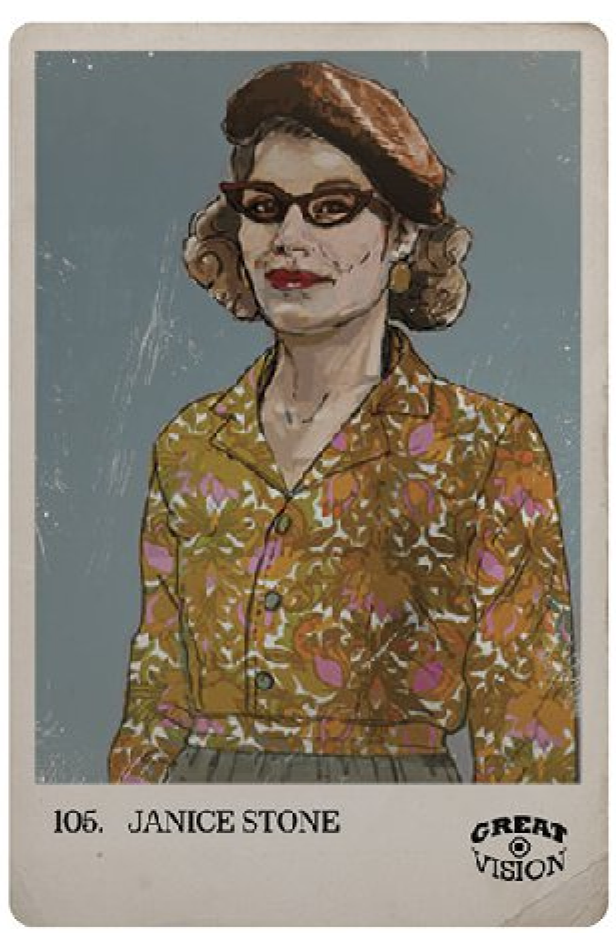
Sometimes you need to unwind to a good tune. Look for 10 of these Vinyl Records as you advance through the Campaign.

CONCEPT ART

These envelopes contain concept art from the game's development. There are 50 Concept Collectible envelopes in the game.

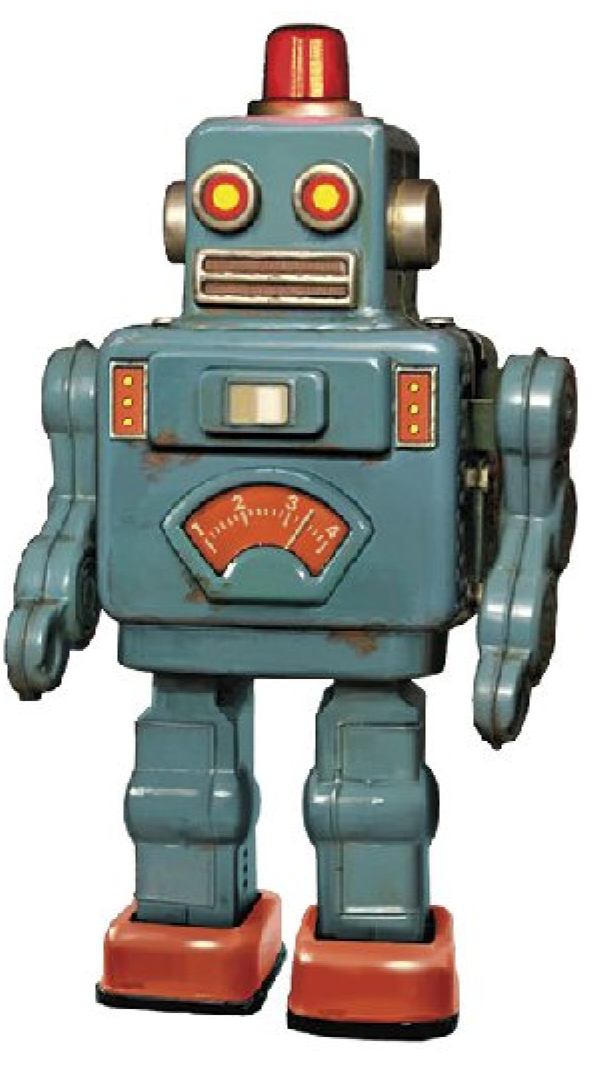
MAP

Maps serve a functional purpose but still count as Collectibles. Each level of the walkthrough contains a corresponding map. When you find a map, open the Map View screen to unlock the entire level's layout. Use maps to plan routes and strategies. Keep in mind that maps are rarely located at the start of a mission; you must often progress partway through the level to find one.



STAR CARD

These Collectible cards feature photos of movie stars and other entertainers. There are 75 Star Cards in the game.



MAX'S TOYS

Max likes to play with toys. While you're fighting the Nazis, look for toys you can bring back for Max. There are 15 of them out there.

GOLD

Throughout the Campaign, you find gold objects that represent aspects of missions you've played through. Add all 50 of these Gold Collectibles to your collection.